PLAYSTATION 2 MAGAZINE

PSM2

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► DESTRUCTION DERBY: ARENAS

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HEAD-TO-HEAD REVIEWS!

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VERSUS
R: RACING EVOLUTION

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- Blaster
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- KLAX
- SPLAT!
- Satan's Hollow
- Vindicators
- Root Beer Tapper

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PlayStation 2 XBOX MIDWAY

Welcome to

YOU ARE READING THE LATEST ISSUE OF PSM2. IT IS WITHOUT A DOUBT THE GREATEST MAGAZINE EVER!

There was a time when things were so much simpler. Left, right, go – in driving games. Up, down, laser, bomb – in shoot-em-ups. Even *Street Fighter*, which we go retro-berserk over on page 42, only had two or three special moves per character – the rest was just timing and reflexes.

Things are tougher now. A typical FPS, for instance, might use every single button on the DualShock 2, even those stupid clicky ones you get by pushing the Analogue sticks down. Even for veteran gamers, this obsession with complexity isn't necessarily a good thing – at least one classic game this issue's been effectively ruined by programmers shoving in needlessly fiddly extra controls for no *real* reason.

But it's starting to shift back in the other direction. Anyone with arms and a head can play the *EyeToy* games, making them PSM2's seasonal party game of choice. Then there's *Sing*, which is fantastic as long as you don't mind your girlfriend being able to beat you at a game without even practising. So, gaming's wider open than ever before and while that's obviously good for us – we sell more copies of the mag, see? – it's good for you too. Games have gone back to basics and it's time for everyone to share the experience again.

ONLY PSM2 BRINGS YOU...

Accelerator:
- Always first with the biggest games
- More great new games than any other magazine
- The latest scoops, gossip and rumours that others dare not print
- No bullshit opinion

Hands-On:
- We play every game we preview
- Exclusive screenshots showing in-game action
- Exclusive opinion tells you what we really think

Reviews:
- The most indepth, most detailed reviews out there
- Waffle-free opinion buyers advice with scores you can trust
- Every level, every vehicle, every mode tried and tested
- More shots than any other mag
- Hard-hitting, butt-munch free opinion

Tips:
- We're first with the latest tips, codes and cheats
- Dedicated to making you better at games
- Expert walkthroughs with proper screenshots
- Pro Dojo challenges – the only mag with a dedicated challenge arena

DVD:
- Shows more new games than any other PS2 mag's DVD
- Opinionated commentary rather than PR voiceover
- Less CG intro footage and more game action

PSM2 MAGAZINE PROMISE...

PSM2 is 100% independent. We write what we want, when we want. We don't ridicule popular opinion for the sake of controversy. Or generate hype without fact. We're not afraid to admit to our mistakes. But always first to put things right. We say it as we see it. Fact.

- **Unlike any other PS2 mag, here at PSM2 we play every game we preview – that means genuine hands-on opinion, not what we've read about on the net.**
- **We're gamers just like you – and that's means we go into the kind of detail you demand. Check our sidebars for the latest facts and stats or screenshots that show off all the newest features.**
- **PSM2 is 100% editorially independent! You won't read the same quality of hard-hitting, informed, accurate – and, crucially, passionate – reviews *anywhere* else.**
- **We feature more screenshots than any other magazine.**
- **We actually like games. Sometimes *love*. Sometimes *hate*. And sometimes... *hurrr*... well, y'know...**
- **PSM2 – playing PS2 longer, harder, faster. *Still*.**

RUMOUR OF THE MONTH: IS THERE A TRUE CRIME SEQUEL ON THE WAY ALREADY? SEE PAGE 17 FOR MORE

Conte

14 PSP & PSX!
First facts, latest images and all the gossip on Sony's incredible new hardware for 2004. We've got the lot.

18 SingStar
Discover Sony's latest invasion into the living room. The Karaoke Wars start here and Sony have pulled out all the stops to win.

82 DVD Movie Reviews
All the latest new movies on DVD, including Kate Beckinsale's shiny arse in *Underworld*. Do not miss it.

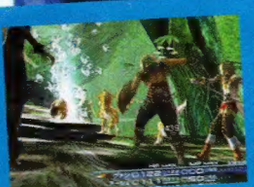
You want more?!
OK, what about the latest on **Star Wars: Battlefront** (p.16), **Hitman: Contracts** (p.17), the new **Catwoman** game (p.19) and **The Getaway 2** (p.20)?

24 RAINBOW SIX 3: Fire in the hole! Look out *SOCOM*, Tom Clancy's boys are back in town. All the latest shots and info right here.

"TAKE YOUR SQUAD INTO THE WORST TERRORIST STRONGHOLDS"

28 PSI OPS: Action and mind-control. Together at last!

32 EX-GIRLS: It's *Metal Gear* with sexy ladies! Cor.



WORLD EXCLUSIVE!

FINAL FANTASY 12

Taste the latest in the world's favourite adventure **42** series. Nothing will ever be the same again...

THIS MONTH IN

14 ACCELERATOR
The place with the hottest PS2 stories, news from developers, insider gossip and release info.

PSP latest 14
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nts

OVER 2HRS OF PRIME TIME PS2!

TURN OVER NOW FOR FULL DETAILS OF YOUR FREE DVD

PLAYING PLAYSTATION 2, LONGER, HARDER, FASTER

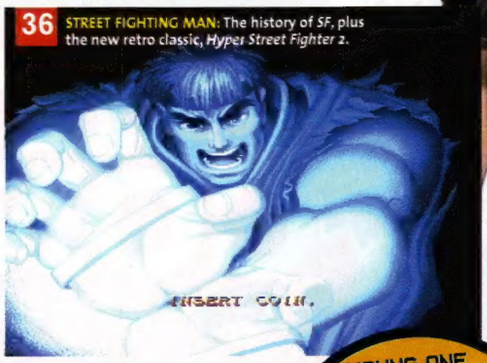
WATCH 'EM ON THE DVD VIDEO

HEAD TO HEAD!

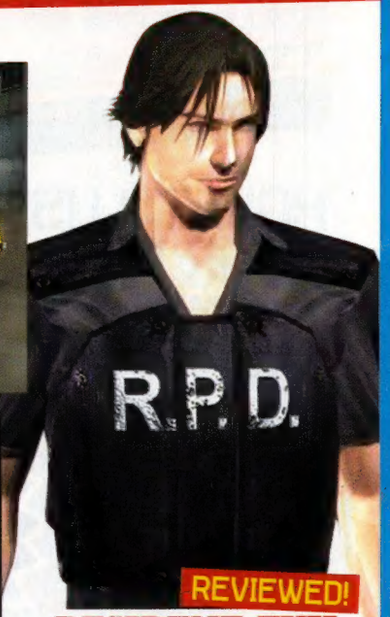
GRAN TURISMO 4: PROLOGUE VERSUS R: RACING EVOLUTION

01 Two eagerly-awaited Japanese racers go head to head. But which goes the 52 distance? The results are surprising...

86 **THE TOP 50 GAMES:** We reveal PSM2's best PS2 games ever. Want a winner? Here's where to start.



36 **STREET FIGHTING MAN:** The history of *SF*, plus the new retro classic, *Hyper Street Fighter 2*.



REVIEWED!

RESIDENT EVIL: OUTBREAK

They're back – and they want to eat your ass! First review of the new Resi? Page 76, mate.

60 **MAX PAYNE 2:** We review the game they tried to hide.

YOUNG ONE, DARE YOU ENTER THE... PRO DOJO

THE BATTLE CONTINUES ON PAGE 92

80 **ONIMUSHA: BLADE WARRIOR:** The 'Musha goes combat crazy!

PSM2 - THE WORLD'S BEST PLAYSTATION 2 MAG!

24 HANDS-ON

Written by gamers for gamers, we play every game we preview – guaranteed!

Rainbox Six 3 24
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50 REVIEWS

PSM2 is 100% independent, which is why we have the *only* reviews you can trust!

Gran Turismo 4: Prologue 52
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98 PRO TIPS

You want tips? You got 'em. Pro Tips is the only place to go if you need expert game-help!

Terminator 3 98
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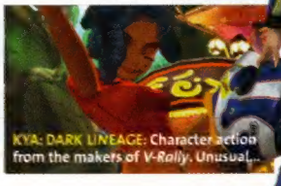
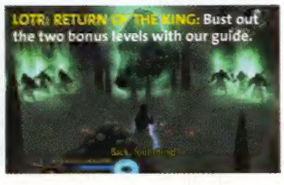
RICHARD BURNS RALLY: Tracks entertainment! Get dirty with Mr Burns.



KYA: DARK LINEAGE: Character action from the makers of *V-Rally*. Unusual...



LOTR: RETURN OF THE KING: Bust out the two bonus levels with our guide.

On the DVD

THE BEST GAMES ■ THE BIGGEST DISC

EXCLUSIVE!

HITMAN: CONTRACTS

Agent 47 is back. Is your number up? Find out why bald is beautiful on this month's DVD.

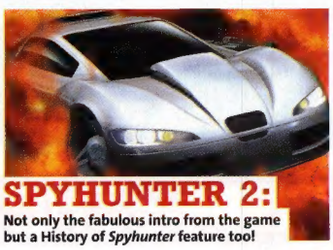
PLUS

GT4: PROLOGUE

See every track on *GT4: Prologue* from in car and out of car. Now that's clever.

RESIDENT EVIL: OUTBREAK

Zombies, guns and gore. It can only be *Resi*. Check the latest action from the game.



SPYHUNTER 2:

Not only the fabulous intro from the game but a History of *Spyhunter* feature too!

HOW TO USE YOUR DVD

MAIN MENU

After our lovely flashy intro, you'll be at the 'blue monolith' Main Menu screen. This is the start of the disc and from here there are five sections to choose from:

- Accelerator: All the latest news and rumours in one watchable TV-burst
- Coming Soon: Exclusive footage of the hits of the future
- Reviews: Ratings and scores for every new PS2 game
- Pro Tips – over 500 of latest cheats plus our Pro Dojo challenge arena
- Extras: Check out our showreel, random play and a few surprises

QUICK TIP

Orange text is the section you've chosen. Blue text is what you're about to choose!

Choose the section you want to visit by hitting ⊗. If you want to return to the Main Menu at any time while watching your DVD, just press △.

SECTION SCREEN

Moving your way around each section is easy – just click around like you would a movie DVD. We've included three main choices on each section:

- Section Menu: Move over to the menu on the left to choose a different area with up and down.
- Games: Move the blue highlight up and down the list on the right to select a game. Click again to play the video.
- Main Menu: Move your blue highlight down to the Main Menu at the bottom of the screen. Use it to quickly flip from section to section. No more going back to the start if you want to move from, say, Accelerator to Reviews.

CONTROLS

Moving around the PSM2 DVD is easy – you can use the PS2 DVD remote control or, if you're watching it on a PC or Mac, just click around with the mouse. For those of you using a DualShock 2, here are the controls:

QUICK TIP

If you're watching reviews, click the right analogue stick down to hear an alternative soundtrack!

► THIS MONTH ON PSM2 DVD THE

ACCELERATOR

■ News and rumours from around the world.

This month, we've got exclusive footage of *Hitman: Contracts*, the first glimpse of *The Suffering* and an amazing glipse at the many motors of *Gran Turismo 4*.

COMING SOON

■ All the hits of tomorrow – previewed today

Hands-On: Check out exclusive PSM2 playthroughs of upcoming smashes *Gran Turismo 4: Prologue*, *Onimusha 3* plus *Blade Warriors* and *R: Racing Evolution*.
Developer Insight: The world's best videogame creators, interviewed by us for you. This month the *Driv3r* team explain why *Vice City*'s days are numbered.
Import Round-Up: What's a-moving and a-shaking over in the USA and Japan, This month we go hands on with *Drag-on Dragoon* and *Lupin The 3rd*.

IT'S ON THE DISC!

If you see this logo stamped on a game it means that there's footage of it to watch on the DVD. Check the list over there to the right for each section's contents or just dive in and cruise, dude.

DVD VIDEO

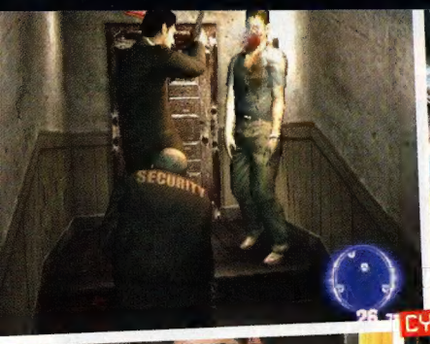
DON'T MISS IT!!

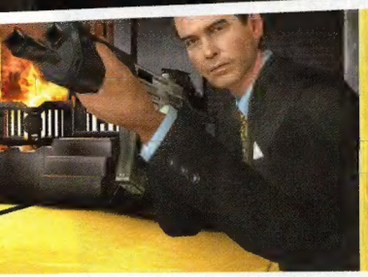
IF YOU WATCH 3 THINGS MAKE SURE YOU SEE...

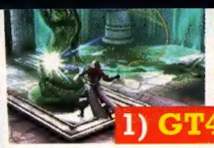
1) **GT4: MULTI-ANGLE FEATURE** Head to Coming Soon

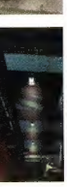
2) **HITMAN: CONTRACTS** Check out Accelerator!

3) **PES3 GOAL STORM** Watch The Experts!









PSM2 DVD MISSION STATEMENT

Always first with the biggest games, PSM2's DVD features over two hours of exclusive game footage plus all the cheats, reviews, challenges and rumours you could ever need. Because it's made by the same people who make the magazine, the PSM2 DVD is by gamers for gamers and we reckon it's the only DVD you'll ever need. Here's why:

- PSM2 features more new games than any other magazine and that applies to our DVD as well – you'll see footage of more new games with PSM2 than any other mag, full stop.
- We're dedicated to bringing you the latest real in-game footage we've taken, not publisher-endorsed CG intros
- Listen to our commentaries – that's the PSM2 team talking, offering expert advice and not some hired ex-kids TV girlie reading out a press release!
- It's your DVD – that's why we put you on it! Our Pro Dojo lets you join in, win prizes and achieve stardom. Just send in a video to get involved! (see page 108)
- We cover everything – from cult hits to blockbuster number ones to exclusive trailers no other mag can touch. If you want dodgy movie trailers and waffle, go elsewhere. If you like games, welcome to PSM2!
- But it's not just videos! Our DVD has more features than any other disc out there – tips, reviews, guides, Easter eggs, reader challenges... We've got the lot.
- PSM2: Playing PS2 longer, harder, faster than any other magazine (or DVD!)

ACCELERATOR

GT4: PROLOGUE

- HITMAN: CONTRACTS: THE STUNNING TEASER TRAILER
- RESIDENT EVIL: OUTBREAK: IN-GAME ACTION
- THE SUFFERING: LATEST KNEE-TREMBLING FEATURE
- SEVEN SAMURAI: CRACKING COMBAT ACTION
- GLASS ROSE: CAPCOM'S LATEST
- SPY FICTION: STEALTH! SPIES! SUPER!
- FATAL FRAME 2: CRIMSON BUTTERFLY

COMING SOON

GT4 FEATURE

- ONIMUSHA 3
- JAMES BOND 007: EVERYTHING OR NOTHING
- ONIMUSHA: BLADE WARRIORS
- R: RACING EVOLUTION
- KILL.SWITCH
- SPYHUNTER 2
- CY GIRLS
- CHAMPIONS OF NORRATH
- LMA MANAGER 2004
- HYPER STREET FIGHTER 2

REVIEWS

SOCOM 2: US NAVY SEALS

- CASTLEVANIA
- BATTLESTAR GALACTICA
- TERMINATOR 3: RISE OF THE MACHINES
- CROUCHING TIGER HIDDEN DRAGON
- MISSION IMPOSSIBLE: OPERATION SURMA
- HARRY POTTER AND THE PHILOSOPHER'S STONE
- BALDUR'S GATE: DARK ALLIANCE 2
- BATMAN: THE RISE OF SIN TZU
- CURSE: THE EYE OF ISIS
- THE SIMS BUSTIN' OUT
- DYNASTY TACTICS 2
- FORBIDDEN SIREN
- ROADKILL
- WHITEOUT

PS2 TIPS

PES3 GOAL STORM

- PRO TIPS: OVER 500 PS2 TIPS CARDS!
- PRO DOJO RUNS: SSX3 + GRAN TURISMO 3

WORLD'S BEST PLAYSTATION 2 DISC!

REVIEWS

■ Every PS2 game, reviewed and rated by our gaming experts

Recent Releases: Exclusive footage of all the latest releases, with in-game video and commentary from the PSM2 reviews squad.

PRO TIPS

■ Top tips and tricks plus reader runs

Pro Dojo: The UK's only reader challenge arena features your footage of your games.
The Experts: Every month, we feature a star performance of gaming greatness.

EXTRAS

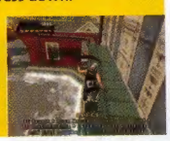
■ Want some more? Here's where it's at

Showreel: Can't be arsed to select videos one by one? Then click here and sit back with a mug of Bovril and watch the whole disc without having to lift a finger.
Random Factor: Can't be arsed to *actually decide what it is you want to watch*? Simple, click here and let the disc magically choose something for you to watch.
Secrets: Hidden somewhere on the disc is a bonus clip. Try and find the hidden link, or just wait until next month when we'll show you where it was lurking.

LAST MONTH'S SECRET FOOTAGE

■ Can't find last month's secret video? Look:

Ha! Last month's footage was some secret skater footage from *Tony Hawk's Underground*. Simply insert last month's disc, head over to Reviews, highlight Coming Soon at the bottom bar and press down.



Letters

QUOTE OF THE MONTH: MANHUNT IS A GREAT GAME, BUT YOU CANNOT *ENJOY* IT – YOU EXPERIENCE IT.

THE LOUDEST VOICES IN THE PS2 UNIVERSE

► EMAIL: psm2@futurenet.co.uk

► WRITE TO: Letters, PSM2, Future Publishing ltd, 30 Monmouth St, Bath BA1 2BW

PSM2 WINNER!

Every issue, the writer of the Star Letter gets the PS2 game of their choice in return. Simply tag which game you'd like to the bottom of your letter or email and, if you're the chosen one, we'll be sending you a copy to your door. Now – entertain us and your fellow readers. Let the prattle commence!

READER'S REQUEST:

"A LOT OF SEXUAL INNUENDO LIKE A 'CARRY ON' FILM – I THINK SNAKE EATER IS ONE MYSELF. OOOH, MATRON!"

► **Dear PSM2,**

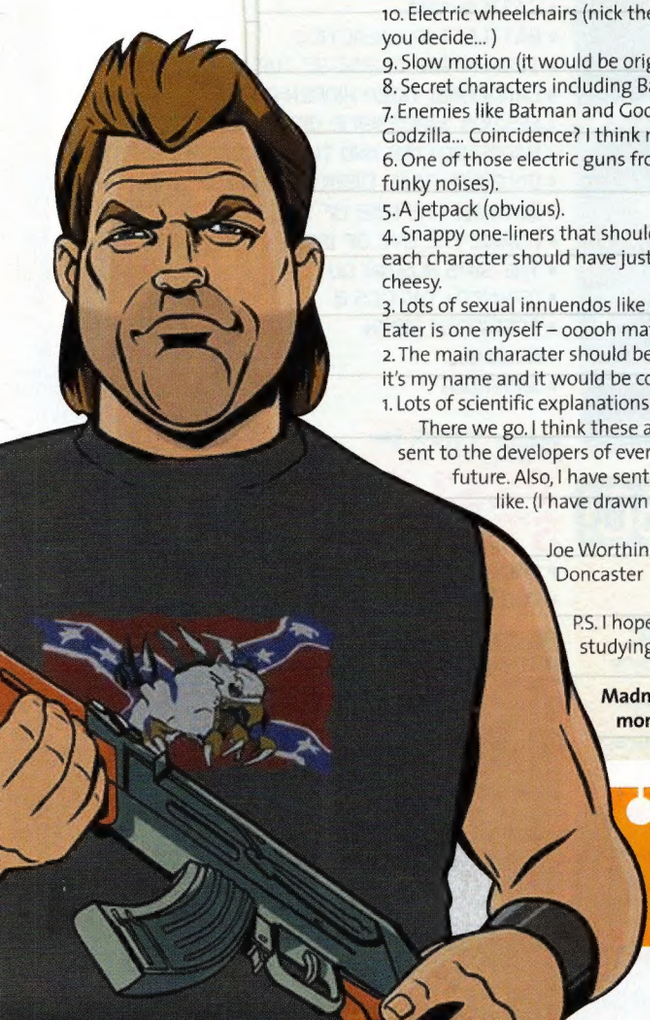
Hi, I have got some ace suggestions that could be used for both *GTA4* and *MGS3*. These are my TOP TEN!

10. Electric wheelchairs (nick them, or set fire to them, you decide...)
9. Slow motion (it would be original and would look real cool).
8. Secret characters including Batman and Godzilla.
7. Enemies like Batman and Godzilla (*MGS3* is set in Asia, so is Godzilla... Coincidence? I think not...)
6. One of those electric guns from The Matrix (they make funky noises).
5. A jetpack (obvious).
4. Snappy one-liners that should be said every 10 seconds. And each character should have just three. And they should be cheesy.
3. Lots of sexual innuendos like a Carry On film (I think Snake Eater is one myself – ooooh matron...)
2. The main character should be called Joe Worthington because it's my name and it would be cool.
1. Lots of scientific explanations of what's happening.

There we go. I think these are proper bo and should be sent to the developers of every game to be made in the future. Also, I have sent a pic of what PS3 WILL look like. (I have drawn it, it rocks!!!)

Joe Worthington
Doncaster

P.S. I hope you like the picture – I'm studying technical drawing at college.



Madness? Genius? Either way, it's the funniest letter we've had all month. Write and let us know what game you'd like, Joe.

HANDS-ON HEART

► Dear PSM2

Unlike the majority of letters that you're bound to receive this month, this one isn't how Rockstar are "sick bastards". No, this one is about a completely different game: *Kingdom Hearts*.

Now, I want to make something absolutely clear to everyone who hasn't bought this fantastic game: you're all dumbasses. A harsh, but ultimately fair criticism. *Kingdom Hearts* is quite honestly one of the greatest games ever made. Not only for the stupendous gameplay, awe-inspiring graphics and dreamy music, but also for the truly breathtaking storyline. Anyone who has played *KH* will know what I mean when I say that it really makes you feel true emotion. I'm not talking about "oh, that was nice" sort of emotion, I'm talking about really feeling something about the characters in the game. I couldn't believe how much I blubbed at the end of the game, when Kairi scratched a papou fruit to Sora in the secret place. Sad I know, but true.

So, for anyone who has been so far afraid to buy this; will you PLEASE do so now, or risk missing out on one of the most downright feel-good games ever created.

Iain Hutchins, Ireland

That's why we gave it 91%. But we're glad 'dumbasses' is catching on.

GOIN' POSTAL

Tiny little letters, given their own tiny little section before they're ruthlessly stamped on like sick puppies, orphans or cockroaches. Keep 'em coming...

TASTY

There must be a lot of rations over there. Tang Felix, e-mail **You'd think that, wouldn't you?**

WHINER

I look like a fool with my crappy little console. Phate, e-mail **What is it – an Atari VCS? Jaguar, maybe? No?**

SPEAK TO THE TEAM JAN 5TH 2004!

HOW SLOW CAN YOU GO? Has anyone out there experienced the same snail-pace gameplay bug in *PES3* as our unfortunate reader David Rawlings has? We wanna know...

CALL THE PSM2 HOTLINE!

01225 788157

What fresh madness is this! YES now YOU can SPEAK to PSM2! Call the Hotline and leave us a message at any time, day or night! Alternatively, call us LIVE between 2pm and 5pm on Monday January 5th, when we'll be answering the phone in person! We shit you not!

"HOW MANY PEOPLE HAVE RIFLES LYING ABOUT? SIT DOWN, MISTER HESTON..."

QUICK KICKS

► Dear PSM2,
I have found a flaw in *PES3*. I'd earnt loadsa points and bought everything available. I decided to muck about with a mate and play some games on double speed – I've never made a worse decision in my life. Since I played on double speed the normal speed option has slowed down. I now cannot play the beautiful game properly ever again. I either have to play with players who run around like headless chickens and get my butt kicked, or play a game where it takes half a ten minute match to get from one end of the pitch to the other. Please, if you know how I can solve this, tell me. But to all those *PES3* owners, I have one message for you – DON'T PLAY ON DOUBLE SPEED.
David Rawlings, e-mail
To be honest, we've never tried it and we're not risking one of our precious copies of *PES* now. Thanks for the warning, David.

BAG IT UP

► Dear PSM2,
If you read the review of *Manhunt* in issue 43, you have to listen carefully as you turn the pages. If you have good hearing, you will hear the sound of a nail being hit repeatedly on the head.

No, I'm not talking about the game content. I'm talking about your comments on video game violence. The trend these days is to have a detachment from the mayhem in games and so the body count can rack up (exactly how many deaths are there in games like *MGS2*? (Daily Mail take note). *Manhunt* goes in the other direction and shows you the true sickness of violence. This is increased by the quality of the enemy – the AI is fantastic. Hunters can patrol in unpredictable ways and poorly-armed gang members may hide from you and only attack when they hear you reloading. This means that when you kill one you feel far worse than you should for puncturing a block of polygons.

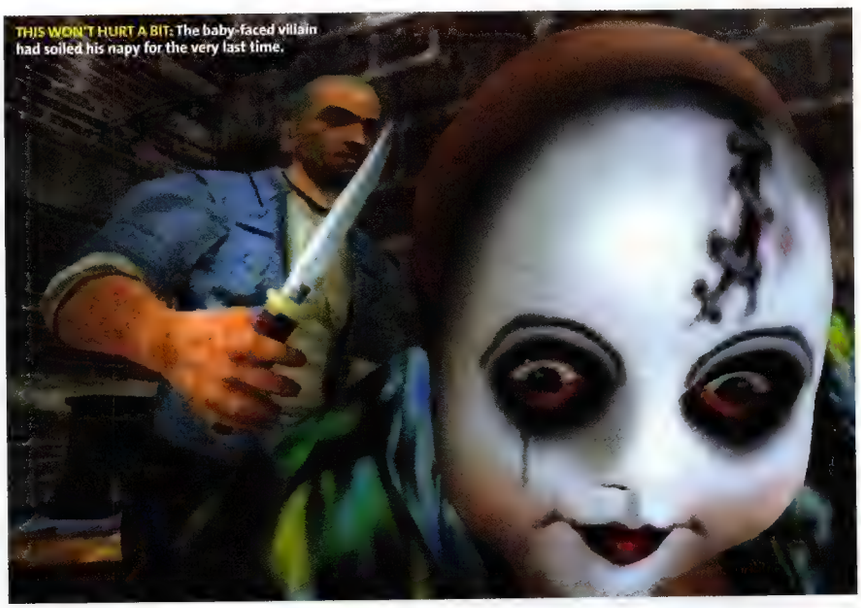
Many age-restricted games are played by under-age gamers, but this is one game which parents should never buy for their kids, no matter how much they whine. The one danger with a game like this is that it may be imitated by the impressionable. Games like *MGS2* are relatively safe from this (how many people have silenced pistols and sniper rifles lying about? Sit down, Mr Heston...), but part of *Manhunt*'s weaponry is given away free at Sainsbury's. This is one instance of a game fully meriting its certificate. Younger gamers may have more common sense (and stronger stomachs) than the censors give them credit for, but it's not worth taking the risk.

Manhunt is a great game, but you cannot enjoy it – you *experience* it. People who do enjoy it might have to ask themselves some serious questions.
Jim Woodall, via e-mail
Well thought-out points and a good letter, but we're not quite sure how to tell you this, James... we really *enjoyed* Manhunt.

NOT FOR KIDS: Come on! Not even with those cute masks these guys are wearing. Jeez...

SICK FILTH

► I bet most 'high class' people would be sick should their delicate eyes see *Manhunt*. But haven't they done everything? What else can they put into a game that is worse than what *Manhunt* offers? Tell me that, and I'll show you a green dog.
Andrew Iskauskas, e-mail.
Ha! Your mind might implode if you read the suggestions we get in every single postbag, Andrew. Keep that dog handy...


THIS WON'T HURT A BIT: The baby-faced villain had soiled his nappy for the very last time.

SPELLING
i know this wont be pritined as its wat too long(and baldly written).
Adam Gillespie, e-mail
Don't be so hard on yourself.

GLASGOW KISS
Snake should be able to do flying headbutts off trees.
Richard Jenkins, email
That's right. No, wait...

DISGUST
I read your recent *Manhunt* review with a mixture of curiosity and disgust.
Good.

PAYNE
I have heard rumours of a *Max Payne* movie. Will it ever happen?
Oddur Frey, Iceland
Probably not.

SCROUNGERS
A game each would be nice.
Colin and Jamie, Falkirk
Wouldn't it, though?

ONLINE
If games companies made every game online they would be a lot richer.
Pierce Johnson, e-mail
Colin and Jamie, Falkirk
Are you sure?

Letters

THE LOUDEST VOICES IN THE PS2 UNIVERSE

"I PLAYED IT FOR FIVE MINUTES AND WAS SO BORED I NEARLY SNAPPED THE GAME IN HALF"

JOB'S A GOOD 'UN

► I want to start up or join a games magazine. I was just wondering what goes on there? How does it work? What is it like? I was just wondering; does everyone play each game or does just one person play each game and what does it feels like to work there playing games every day?
Matthew Thompson, e-mail

How it normally works is: everybody plays the good games all the time, one person plays the rubbish ones unless someone comes by to laugh at them. Then we realise nobody's done any work for two weeks and practically have to live in the office so we don't miss our deadline. It's really great, honestly.

BLOODY STUDENTS

► I am writing this e-mail in hope that you can provide me with some information that may assist me. The specific type of information that I am looking for includes:
- The supply chain management used by the main players of the market (Microsoft, Sony, Nintendo).
-Whether the product life cycle has a direct effect on this supply chain e.g. if their products starts to decline, do they take this as a sign to produce a new console.
- What are your opinions on where the market is going? Do you think that the next generation of console will appear in 2004.
Any information that you provide me and I use in my dissertation will be fully acknowledged as primary evidence and it will also be properly referenced in my list of sources.
Jason Ho, e-mail

Nice try – but do your own research.

WRITE TO PSM2 WITH YOUR SICKEST MANHUNT FINDS COMMENTS ON OUR LOVELY NEW LOOK!

ROMAN CANDLE

► I recently looked in your mag and found a game called *Fantavision* scoring a whopping 85%. I looked in my nearest game store and found it for a mere £20. I played it for five minutes and to my surprise I was so bored with the god damn game I nearly snapped it in half. So you seriously think that a game that lasts for five minutes and has shit music is a match for *Jak and Daxter*? I hate to say it, but you're wrong.
Phillip Davies, Trowbridge

Jeez, throw us a frikkin' bone – we reviewed *Fantavision* in issue one. Issue *one!* It looked like God's own fireworks disco back then. We can't go back in time and change our scores – that's why, from now on, Absolute PS2's been replaced by the fifty best games available *right now*. See? Until next time, everyone.

► ASK THE PSM2 ROBO-MIND

Pathetic meatlings! Your questions will not beat us. We know all! All! ALL!

© Kobal

ROUTER 101

► Hi,
I read your detailed section on wiring up PS2 to broadband and found it was very helpful, but I have found it lacking towards my situation. We recently got broadband installed at our house, but it was difficult as we have two computers in our study and one in my room. As a result we got the BT Yahoo modem and a wireless router to connect to it. The two computers in the study are then linked to the router while the computer in my room is linked to it through a wireless network card which I had to pay for myself.

Anyway, does the router and modem which I have comply with the necessary setup for getting a PS2 online and is the 30 pounds you're talking about (we pay 30 pounds a month at the moment for 500kbit broadband) merely refering to broadband fees or is it a separate amount for connecting the PS2.

Thankyou for reading this and I would greatly appreciate a response
Adam, e-mail

PAD ABOUT THE BOY

► What's the best joypad to buy?
Doug Emery, Staffordshire

SLOVAK TO THE FUTURE

► Dear PSM2,
I'm not an ordinary reader of your magazine. As I found out while reading through a few issues, you pretend to know everything. I'm not an owner of a PS2 (not yet), but I'm thinking of buying one. In Europe we have different types of sockets, so I'll have to buy a new cable in my country. But there are some things I'm not quite sure about that I'd like to ask you:
1. Do I need something else to make it work?
2. What type of cable do I need to connect a PS2 to PC monitor (and I know it can be done).
3. When I buy a game in my country will it work on a UK PS2? (but I don't know which region code the Slovak republic have)
Mark Harman, Worcester

PSM

PLAYSTATION 2 MAGAZINE
PSM2

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I LOVE
Daniel '...1987' Griffiths
Milf '...the smell of napalm' Coppock
Daniel '...you, baaaby' Dawkins
Jorin '...rock 'n' roll' Sievers
Daniel '...to boogie' Vincent
Adrian '...Lucy' Lawton

Chris '...slugs' Stocker

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"TWO OF THE COOLEST CORPSES TO WALK THE NIGHT"

UNLEASH YOUR INNER EVIL

LEGACY OF KAIN DEFIANCE

6th February 2004

legacyofkain.com

Use the destructive powers of both vampire Kain and his archrival, the soul-devouring Raziel, to take the lives of your enemies in brutal and bloody style. This is a dark and action packed odyssey, from which only one of these anti heroes will survive.

PlayStation.2 XBOX PC CD-ROM eidos

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RUMOUR OF THE MONTH: WHO ARE THE RIDGE RACER TEAM WORKING FOR NOW? SEE PAGE 17 FOR MORE

Accel

16 Star Wars Battlefront!
See Lucasarts' stunning online shooter where you can pilot X-Wings, Tie Fighters and AT-ATs in key movie scenes.

17 Killer new Hitman shots!
Watch the *Hitman: Contracts* footage on the DVD, then ogle the grizzly first screens. Not with the meat cleaver...

19 Flat Out shocker!
Empire unveil *Destruction Derby* for the new millenium – the most destructive multiplayer racing game on PS2.

You want more?!
Okay, what about the latest on Fight Club (19), X-Men Legends (19), SingStar (18), and how PS3 chip production has begun (18)

"A SPOKESPERSON CONFESSED THAT 'ALL THE BIG FRANCHISES' WILL APPEAR ON PSP"

WHAT WILL I BE ABLE TO DO WITH PSP?

1) Play near-PS2 quality games.
2) Watch DVD-quality movies on Sony's proprietary 60mm UMD discs.
3) Use 802.11b wireless LAN support for accessing internet content and playing multiplayer games.
4) Listen to music on Sony memory sticks and UMDs.

erator

SCANDALOUS GOSSIP, INSIDER DIRT, ZERO BULLSHIT

PSP NEW DETAILS AND FIRST GAMES REVEALED!

Sony's revolutionary handheld packs the power of PS2 in a 17cm case as major publishers confirm 2004 release date.

Sony's PlayStation Portable (PSP) may be even more powerful than first expected – roughly equivalent to PS2. Plus, technicians are currently considering whether to increase the machine's internal memory beyond the previously confirmed 8Mb (four times less than PS2) to boost performance.

LIVE AND DIRECT FROM AROUND THE GLOBE

This would explain why Sony are yet – during mid-December 2003 – to deliver physical development kits to developers, who are currently having to create games using emulation software. Increased RAM would, on a basic level, mean less loading from the UMD disc, plus the ability to use higher resolution textures.

The first PSP games have been tentatively announced, with Playlogic touting the self explanatory *PSP Racing* for late 2004 – co-inciding with the machine's proposed release date. THQ have confirmed receipt of emulation software, with WWE titles, and Pixar-licence *The Incredibles* near-certainties. EA recently pledged their support to PSP in a conference with Wall Street's UBS Investments, promising new content in addition to inevitable franchises such as *FIFA* and *Madden*.

Publishers Humansoft are listing PSP title *Joe* – a commando-based, multiplayer action-platform game featuring hand-to-hand combat – as a late 2004 release on their company website. Japanese developers Koei – of *Dynasty Warriors* fame – have confirmed they are working on at least three PSP titles, so expect multiplayer link-up battles in feudal China.

"EA RECENTLY PLEDGED THEIR SUPPORT TO PSP"

Sony remain taciturn, but a spokesperson recently confessed that "all the big franchises" will appear on PSP, so *Gran Turismo* and *Wipeout* are certs.

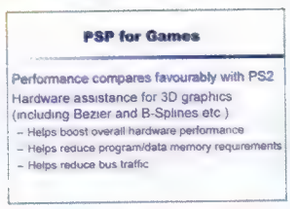
Developers Climax – famous for the technically-adept PS2 racer *Rally Fusion* – are working on PSP *and* PS3 titles using their proprietary (and aptly named) Blimey 2 development engine, offering enhanced AI, online support and optimised graphic libraries.

Dull as it sounds, graphic libraries such as this – or Criterion's Renderware – will hold the key to PSPs success. Rather than focus on polygons, the machine is able to use NURBs (Non-Uniform Rational B-Splines, a posh way to draw curved surfaces) to create stunning visuals. In real words; think of lego bricks as polygons, NURBs as clay. You can achieve similar results, but NURBs look more fluid. The last PS2 game to use NURBs was Atari's gorgeous but recently canned *Exo*. The speculation's up to you...

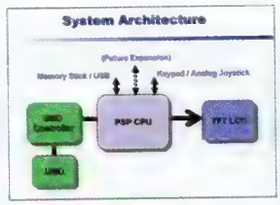
PSM RECKONS *PSP will launch in late 2004, with a rumoured price of £200-£300.*

WHAT SONY ARE SAYING ABOUT PSP...

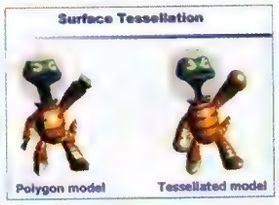
Sony recently unveiled the latest PSP technical specs at a developers conference in Australia, highlighting the machine's graphical potential and multimedia applications. They confirmed the 480x272 TFT LCD 16:9 "cinema' screen, plus a range of in-built graphic hardware features to improve lighting, clipping, morphing and surface tesselation. Attendees were then treated to a picture of a tesselated space man, who was far less pointy than his standard polygon equivalent. So, er... now you know.


PSP for Games
Performance compares favourably with PS2
Hardware assistance for 3D graphics (including Bezier and B-Splines etc.)
– Helps boost overall hardware performance
– Helps reduce program/data memory requirements
– Helps reduce bus traffic

PERFORMANCE ON A SMALL SCALE: Beziers, B-Splines, bloody hell! Let's cut through the jargon: It's looking very good.



FLOWCHART MAYHEM: Making the most exciting product seem boring is easy with these flow charts.



BATTLE OF THE SPACE MEN: Similiar at first glance, but our funky tessellated man is superior.

JIMMY DROID HASSELBAINK: You can be one of the bots from Episode One.

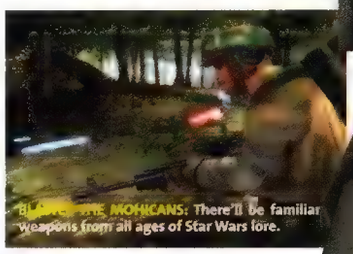
STAR WARS BATTLEFRONT

Aren't you a little short to be a Stormtrooper? Don't worry – Lucasarts will let you jump in an AT-AT and crush *everyone*...

B*ounty Hunter*? *Starfighter*? Er... *Super Bombad Racing*? Pah. Now here's a Star Wars game worth getting excited about. Imagine a sixty player online FPS, where everyone plays a different classic Star Wars character, and can jump between vehicles – yes, including the Tie Fighter – at will. Sounds good, no? Welcome to *Star Wars: Battlefront*...

"Everyone knows the Battle of Hoth", enthuses Producer Jim Tso, "What we're doing is providing the scenario, but the rest is up to the players. You and I could hop into a snowspeeder. I could pilot and you could be the rear gunner, firing the tow cable. Together, we're re-enacting the scenes from the movie."

The game's based on EA's revolutionary FPS *Battlefield: 1942*, which is rapidly replacing *Counterstrike* as *the* multiplayer online game. On a quiet day, you can expect around 300 servers online, each hosting 60 odd gamers, driving Tiger tanks, piloting Spitfires, and captaining enormous battleships in one glorious war. *Battlefront* takes this template, rips out the WW2 shtick, and replaces it with Speederbikes, X-Wings and – yes – AT-ATs.



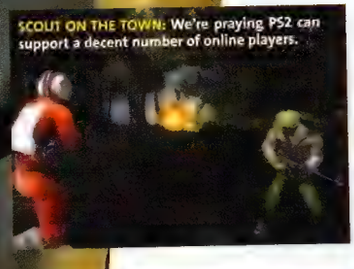
BLADE OF THE MOHICANS: There'll be familiar weapons from all ages of Star Wars lore.

"YOU'LL CONTROL AT-ATS AS THEY ATTACK THE ICE BASE OF HOTH"

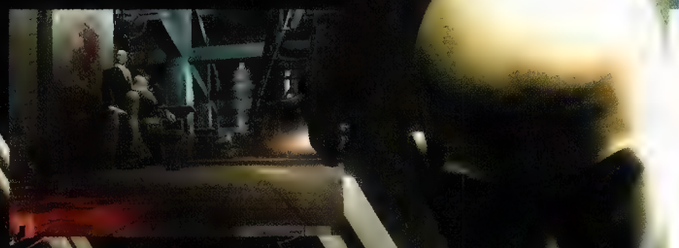
Stop. Think about that for a second. It's a virtual, Star Wars battle re-enactment society, with all the vehicles and weaponry you'd expect. Skirmishes will erupt across the galaxy, from Naboo to the forest moon of Endor. You'll be taking control of AT-ATs as they attack the ice-base of Hoth, or wrapping tow cables around their legs and piloting X-Wing's and Tie-Fighters. Oh, and expect some old friends to help, including Darth Vader and Luke Skywalker.

PSM RECKONS We don't know how PS2 will cope with the online data, but this is genuinely stirring. Start saving for a late 2004 release.

WHERE'S THE BASE? You can choose to play as rebel, republican, imperial or separatist.



SCOUT ON THE TOWN: We're praying PS2 can support a decent number of online players.



HITMAN: CONTRACTS

Grizzly new shots of 47's 'unusual' day job.

Watched the trailer on the DVD yet? Very Leon, we're sure you'll agree – but it's all in the juxtaposition – fat, asthmatic man scarpering for dear life, while 47 calmly straightens his gloves and oils his Glock. Ahem. It's not all moody Venetian-blind shadowing and double-taps to the head, though – oh, no.

According to developers Io, 47's expanded his array of killing techniques far beyond cheesewire and poisoned fish. As well as everyday objects like knives and (possibly) forks, he'll be using items like pillows and plastic bags for impromptu killage, or wherever metal detectors mean concealed nine millis aren't an option. Your 'work' will be showcased in grizzly detail by the new graphics engine, lovingly described by Io as "one of the most advanced on the market".

One place weapons *shouldn't* be hard to come by is the first level that's been revealed – the Abattoir. Run by a hedonistic porker known as the Meat King, it looks packed with butchers' kit. Although 47's more keen on disappearing without trace than providing visceral *Manhunt*-style kills, we'd be lying if we said we weren't hoping for some boltgun 'n' cleaver action. More *Hitman Contracts* next issue, but until then it's probably a good idea to get out the Besson again. Matildaaa!

PSM RECKONS ***We expect a lot from our sneaking and killing these days, but topping people dressed in a butcher's smock certainly sound appealling. Not sure about the soft-focus look, but this will be huuuge.***

WIN! A MOVING PICTURE BOX!

A new-fangled 'television' the size of a big silver robot from space. Or a game!

So you've got a PS2 and your friends love and admire you for it, but something's missing. Is it a TV? A game to put inside the PS2? You wouldn't believe how many letters we get about this and subsequently disappointing picture quality.

But we love the human race, at heart, so in a sweeping philanthropic gesture we've made everything right for ONE SPECIAL PERSON. You'll get this 32 inch Thomson WH 403S and a copy of Kya. Nine runners up get one step closer with a copy of the game, but no magic tube.

What's Kya's correct full title?

A) Kya: Doomed Legacy
B) Kya: Dark Lineage
C) Kya: Dainty Lingerie

Answers on a postcard to: "The answer is blowing in the wind", PSM2 Magazine, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW. Entries must reach us before February 16th. Go!

KAZ HIRAI'S ALL-SEEING EYE!*

Hello, I'm still Kaz Hirai, CEO of Sony America. Funny that, y'know, how my name doesn't change every month. Well, actually, no, it's just cold, boooring fact. Like the way I'm always holding this Network Adapter in a gag nobody understands in a column nobody reads. Hello? Hello? Not a bleedin' word. What's the point, eh? Anyway, here are some real rumours about games you've not read about yet. Perhaps. Now, those winning lottery numbe… oh, why bother?

NINTENDO 'EXCLUSIVES' DEFECT TO PS2

Capcom's stylish cel-shaded film noir adventure *Killer 7* is coming to PS2. While initially mooted as a Nintendo exclusive, Capcom's game will appear on the most commercially lucrative hardware platform in mid-late 2004. We can also look forward to a conversion of the excellent – but rock hard – 2D/3D platform beat-em-up *Viewtiful Joe*.

TRUE CRIME GETS SEQUEL, MOVES TOWN

Activision's CEO Robert Kotick has revealed they are hoping to turn *True Crime* into a franchise for "years to come", in a recent conference with Wall Street's UBS Investments. After three months, *True Crime* has become Activision's biggest selling game *ever*, eclipsing titles such as *Tony Hawk*, *Spider Man* and *Star Wars Bounty Hunter*. While further details are unknown, it was revealed that the game will be branching into different cities. Activision are also pleased with the performance of *Tony Hawk's Underground*, suggesting another sequel during 2004, plus a continuation of the superb *Call of Duty* PC franchise – developed by original members of the *Medal of Honor* team – which makes its PS2 debut late this year.

RIDGE HEARTBREAK MASKS NEW HOPE

After the crushing disappointment of *R: Racing Evolution* *(see review on pg 56)*, arcade racing fans will be delighted to hear that members of the original *Ridge Racer* team are working on a high profile new racing game for a major Japanese publisher, normally associated with stealth action. The title will be revealed at E3 and represents one of the publisher's big 2004 highlights.

*) The column that really should be known as Rumours...

SING THE MERCILESS

Why Sony's **SingStar** will be the biggest selling game of 2004.

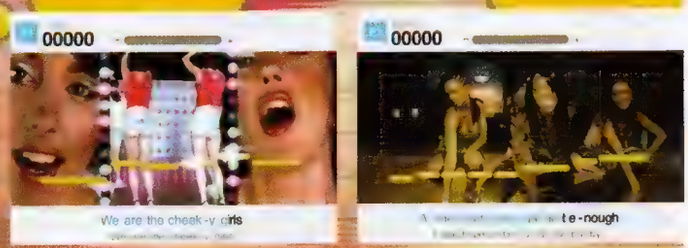
***Killzone*? Phrrrt. The biggest game of 2004 won't feature guns, a shoddy film licence or 'adult' themes, but two microphones and a pair Transylvanian pop idols. Sony's revolutionary home karaoke game, *SingStar*, might – just *might* – be the most important videogame of the decade.**

The premise is simple. Plug the two – surprisingly high quality – mics provided into your PS2 USB socket and follow the words, singing in time with the music. Sing in time and warble in key to score high, or croak like a toad and face painful humiliation. In short, you're directly rewarded for singing well, so anyone can take part or be a critic – a far cry from the intricate obscurities of *Pro Evo 3*.

Better yet, you can plug in the *EyeToy* and watch yourself on-screen and then record your efforts to Memory Card and add vocal effects, like kiddy voices and vocoders. It's the ultimate party game.

There'll be three disks; Pop, Classic and Urban – with 25 tracks each, ranging from the Cheeky Girls and Aha to Mis-Teeq. On top of a host of multiplayer modes – Duets, Battles and Pass the Mic – there'll be a club-hopping Career mode.

PSM RECKONS *We love this. SingStar is so accesible, so entertaining, so human – it could easily outsell the next* GTA. *If* EyeToy *was a step forwards, then this is a leap.*



Manhunt has been banned in New Zealand, after being branded "injurious to the public good". **Chief Censor Bill Hastings** abhorred the "hot" kills where "**you actually see the snuff film**". Rockstar's grisly adventure is the first game to taken off sale in New Zealand, but **don't tell the Daily Mail...**

PS3 AND PSP NEWS FROM...

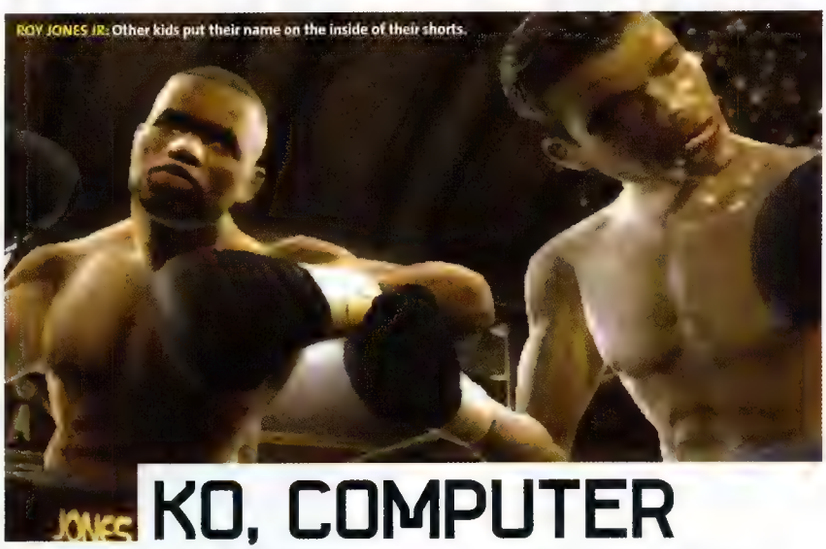
KEN KUTARAGI'S FRONT ROOM OF THE FUTURE!

PS3
PSP2
KONICHIWA!
Hello, Ken Kutaragi, inventor of PlayStation here! Every issue I will bring you the latest gossip on PS3 and PSP - all from the comfort of my front room where I sup moon juice from the teats of lady Aibo's while playing Pro Evo 9 on PS4.

Now, I should begin this column by telling you that chip production has already begun for PS3, but – pah! – let's talk about *me*. Influential US news periodical, Time magazine, recently voted a certain president of a well known technology firm – *heeelo, peeeps!* – as one of the "20 Most Influential People in the World". Now, I don't want to blow my own trumpet, but... in your face, Koj! I RULE! Oh, yeah. Ken rocks. Woooo! Who's beside ye? Kut-u-ragi!

Where were we? Ah, yes. PS3. I can confirm that my team of genetically-enginee... er, the fellers at Toshiba... will begin production of the 65 nanometer LSI (large scale integrated circuit) chips in March 2004, vital to the Cell microprocessor at the heart of PS3.

One more thing... I RULE!... no seriously, there'll be two major hardware launches in the UK this year, PSP and the hard drive/PS2/DVD recorder, PSX. Natch, I knew all this before you were born, but see you for more next month folks!


ROY JONES JR: Other kids put their name on the inside of their shorts.

KO, COMPUTER

EA's **Fight Night** pummels **Knockout Kings**...

Right thumb left. *Jab*. Both thumbs down. *Duck*. Left thumb sharp forward. *Uppercut*! In the same way that *Tiger Woods PGA Tour* revolutionised golf with its analogue stick swing system, EA are hoping to do the same for boxing games with *Fight Night*.

The Total Punch Control™ system – gak – uses intuitive, pressure-sensitive jabs and twirls of the analogue sticks to control your fists. The extensive customisation options let you recreate your mates and pummel their features to a trifle of blood splats, cuts and bruises. Plus you can select your own entrance theme, pyrotechnics and entourage. There'll be the usual roster of pros, including cover star Roy Jones Jr. *We're in training for* Fight Night's *spring 2004 release date.*

MIAOW!

Halle Berry melts onto PS2 in the slinkiest videogame of 2004.

Purr-fectly timed to co-incide with 2004's sexiest summer movie, EA are believed to be working on a PS2 conversion of Catwoman. According to our source, the game is being coded by EA's UK-based development team, Argonaut, previously responsible for *Harry Potter and the Chamber of Secrets* and the brilliant *I-Ninja* (reviewed on pg.70).

In the movie, Oscar winning actress Halle Berry plays Patience Prince, a cat-loving gymnast whose father is murdered in mysterious circumstances. Vowing revenge, Patience becomes Catwoman and searches for the culprit. In one early scene she's chased by Detective Tom Lone (played by Traffic star Benjamin Bratt, former squeeze of Julia Roberts) and discovers the killer is none other than her boss, Laurel Hedare (played by Sharon Stone). Laurel is chief of a corrupt cosmetics company and wife of George Hedare (played by Lambert Wilson, the Merovingian from The Matrix Reloaded and Revolutions) Details are scarce, but early on-set photos show Ms Berry reclining on a monstrous Ducatti motorcycle.

PSM RECKONS *We're expecting a third-person action adventure with driving sections. Will EA have time to do the film justice? We're gingerly optimistic.*

"OSCAR WINNER HALLE BERRY PLAYS PATIENCE PRINCE, A CAT LOVING GYMNAST"

FLAT OUT

Empire reveal **Half-Life 2** with cars. Apparently.

Really? *Through* the windscreen. Gah! We've often discussed how brilliant it would be if racing games let your driver smash through the windshield and flop onto the track like a string of sausages after a jarring collision, but we never *really* thought it would happen...

Developers Bugbear are working on the most realistic environmental physics in a driving game ever. You'll be able to plow through tyre walls creating a roadblock for your rivals, or knock out water tower stilts, sending them crashing onto the cars behind – all with accurate momentum and weight. Racing will be standard circuit-based fare over 45 tracks, but with plentiful shortcuts and destruction, plus body-flinging multiplayer mini-games where you crash into barriers. Heck, you might even be able to run over rival drivers who've been 'launched' onto the muddy flats...

Empire are tuning* Flat Out *for an autumn 2004 release.

RUMBLE STILTS ...the car's bodies before in realtime. Half the race you'll be driving a piece of bent metal around.

SMOKE ME A FLIPPER Lose control and the physics whips your car off its wheels and end over end.

Accelerator extra

News nuggets squeezed for pips and ripe with info.

HEADHUNTER: REDEMPTION

Set 20 years after the Bloody Mary virus ravaged Earth, rookie Leeza X joins old hand (and star of the original game) Jack Wade in Sega's promising action adventure.

TERMINATOR: REDEMPTION

Less a subtitle, than a mission statement, as Atari's self-styled Grand Theft Terminator wannabe attempts to make up for the execrable *Terminator 3: Rise of the Machines*

ROMANCE OF THE THREE KINGDOMS VIII

Koei's intriguing strategy game investigates complex interpersonal relationships, using player attributes such as 'Commerce' and 'Eloquence', with over 600 playable characters

PACIFIC THEATRE OF OPERATIONS IV

Dispatch spies, disrupt trade and realign nations while battling for naval domination in Koei's real-time strategy game based on 15 regional campaigns set during WWII.

FIGHT CLUB

Vivendi reduce the smartest film of the late '90s to a scrolling beat-'em-up. On the bright side, developer Genuine Games have previously worked on EA's *Knockout Kings*

LEGENDS OF WRESTLING SHOWDOWN

With realistic environmental physics, complex character interaction and – yes – sentinels, Activision's action RPG elevates itself above standard stat-strangled RTS fare

OUT IN LESS THAN FOUR YEARS? GETAWAY...

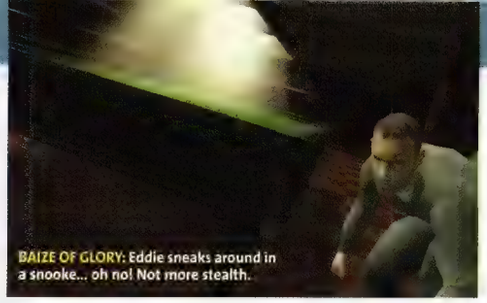
Laaandon's answer to **Vice City** is well on the way – see the proof with your own eyes!

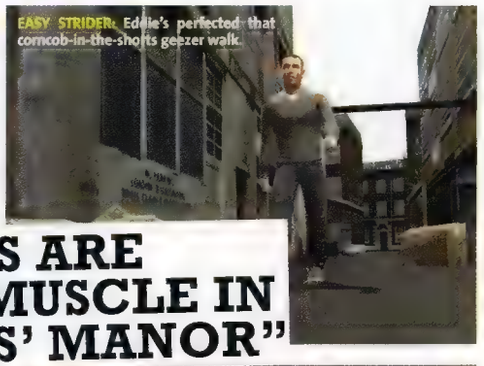
At last, the first images of *The Getaway 2* emerge. And they back up at least two of Team Soho's claims – firstly, the characters are new. Out go Mark Hammond and his nemesis DC Carter, the pair through which the first game was played. In comes Eddie O'Connor, something of a star in his local patch. It's through his amateur boxing that fame comes, but there's more to him than that; he backs things up with spells as a bouncer and, potentially more problematically, as a hired heavy for a local firm. None of these occupations are likely to make you friends and it seems Eddie's in a spot of bother... his East End upbringing and strong moral code mean he's not going to get out of it easily, either.

O'Connor's unlikely to be the only playable character in the game, though Team Soho are particularly tight-lipped. The word is there'll be more than the last game's two characters. The way the story's told is different too. There are more than two strands this time and we're promised a twist for the end. Oh, and for the record, it's two years on and several new gangs are trying to muscle in on the bad boys' manor...

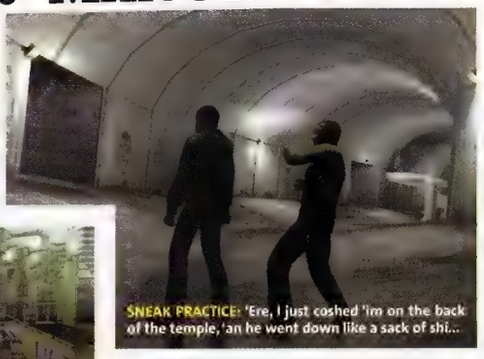
O'Connor's patch lies in the same area as the first game (it's not old enough to move out to the suburbs yet), but the locations are all new. And it's here we see evidence of another Team Soho claim: they're far more detailed than before, since the graphics engine has undergone a considerable overhaul. Scenes will be more densely populated, the locations larger – such as the sprawling scrapyard you can see here – and the characters should move more believably within them. O'Connor comes complete with several new abilities and there'll even be location and character-specific combat moves just to really spice up the set pieces, of which there are more... These screens show an intense rooftop chase, for instance, and such run-and-gun action hints at an improved control system too.

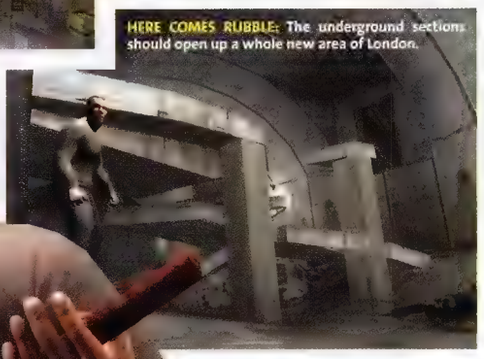
PSM RECKONS *We can't wait...*


BAIZE OF GLORY: Eddie sneaks around in a snooke... oh no! Not more stealth..

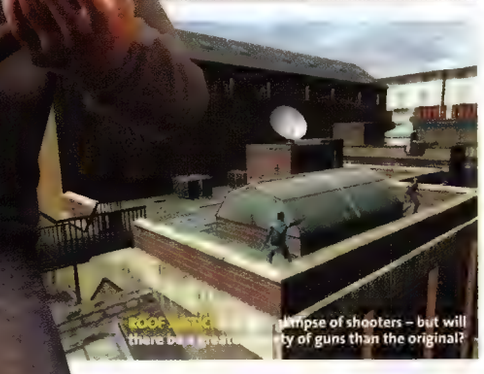

EASY STRIDER: Eddie's perfected that corncob-in-the-shorts geezer walk.

"NEW GANGS ARE TRYING TO MUSCLE IN ON THE BOYS' MANOR"


SNEAK PRACTICE: 'Ere, I just cashed 'im on the back of the temple, 'an he went down like a sack of shi...


HERE COMES RUBBLE: The underground sections should open up a whole new area of London.

PEER PRESSURE: Sod the underground. We can't wait for the remodelled London streets.


ROOF ...glimpse of shooters – but will there be a greater ...ty of guns than the original?

CLAMBER WELL SCREEN: Look carefully – you can see our man's leapt between buildings. A new move?

REST YOUR PLATES IN MY SPANKING MOTOR

Would you like to sit in my new car, miss?

Another weak point of the first game that's being addressed is the car set. There's a greatly expanded selection of motors this time around and the handling has been significantly fiddled with. Team Soho promise 'huge improvements' to outside gameplay in general, with better police AI and a far greater variety in the mission types and objectives. And there's even alleged to be a fully working Tube system this time.

The mission is official. Revenge is personal.

When the world's most brutal terrorist organisation, Omega 19, killed Nikki Connors' husband and daughter they didn't count on payback.

Now the ex-Green Beret has joined Phoenix - a covert agency dedicated to counter-terrorism. With unsurpassed skills, weapons expertise and tools for concealment, Connors is ready to take her revenge.

ROGUE OPS

www.rogueops.com

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KEMCO

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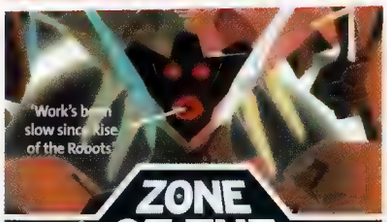
Accelerator

SCANDALOUS GOSSIP, INSIDER DIRT, ZERO BULLSHIT



ZONE OF THE SPENDERS

The high street bargain buckets are heaving with unloved games, so why don't you adopt a 3.5" orphan and shower it with optical laser love?

Game of the month | Game of the week | For fans of the genre | Multi-player | Release may slip | Avoid at all costs

JANUARY 17TH

Mafia – Take 2
£39.99 To be reviewed

GTC Africa – Xplosiv
£14.99 Review Score – 74%

Destruction Derby Arenas – SCEE
£39.99 Review Score – 42%

Bombastic – Capcom
£29.99 Review Score – 74%

Arc Twilight of the Spirits – SCEE
£39.99 To be reviewed

Big Mutha Truckers – Xplosiv
£39.99 Review Score – 82%

RC Helicopter – Xplosiv
£39.99 To be reviewed

Legends of Wrestling 2 Budget – Acclaim
£17.99 Review Score – 68%

JANUARY 24TH

Legacy of Kain: Defiance – Eidos
£34.99 Review Score – 79%

Arc Twilight of the Spirits – SCEE
£34.99 To be reviewed

Teenage Mutant Ninja Turtles – Konami
£39.99 To be reviewed

Flipnic – Ubisoft
£19.99 Review Score – 76%

Midway Arcade Treasures
£14.99 Review Score – 48%

Firefighter F.D.18 – Konami
£34.99 To be reviewed

MTX: Motortrax – Activision
£33.99 To be reviewed

Looney Tunes: Back in Action – EA
£29.99 To be reviewed

NFL Street – EA
£39.99 To be reviewed

FEBRUARY 6TH

Baldur's Gate Dark Alliance 2 – Vivendi
£34.99 Review Score – 88%

Urban Freestyle Soccer – Acclaim
£26.99 Review Score – 72%

Rogue Ops – Kemco
£39.99 Review Score – 38%

Carmen San Diego – BAM
£26.99 To be reviewed

FEBRUARY 13TH

Final Fantasy 10-2 – EA
£39.99 Review Score – 85%

Maximo Vs The Army of Zin
£34.99 Review Score – 81%

Whiplash – Eidos
£34.99 To be reviewed

Cricket 2004 – EA
£39.99 To be reviewed

I-Ninja – SCEE
£39.99 Review Score – 85%

Spy Hunter 2 – Midway
£39.99 To be reviewed

FEBRUARY 20TH

James Bond 007: Everything or Nothing – EA
£34.99 To be reviewed

Def Global Domination – Atari
£34.99 To be reviewed

Sonic Heroes – Sega
£34.99 To be reviewed

Bad Boys 2 – Empire
£34.99 To be reviewed

Ghost Recon: Jungle Storm – Ubisoft
£26.99 To be reviewed

TOP 40 PS2 CHART

Your DEFINITIVE guide to the PS2 universe

THIS MONTH	LAST MONTH	GAME NAME	VERDICT
1	-	MEDAL OF HONOUR: RISING SUN Developer: EA ■ Publisher: EA	83%
2	2	NEED FOR SPEED: UNDERGROUND Developer: EA ■ Publisher: EA	86%
3	7	THE SIMPSONS: HIT AND RUN Developer: Vivendi ■ Publisher: Vivendi	77%
4	1	FIFA 2004: Developer: EA ■ Publisher: EA	86%
5	3	LORD OF THE RINGS: ROTK Developer: EA ■ Publisher: EA	84%
6	4	TRUE CRIME: STREETS OF LA Developer: Luxoflux ■ Publisher: Activision	74%
7	5	TONY HAWK'S UNDERGROUND Developer: Neversoft ■ Publisher: Activision	92%
8	11	EYE TOY: PLAY Developer: SCEE ■ Publisher: SCEE	82%
9	-	TERMINATOR 3: ROTM Developer: Black Ops ■ Publisher: Atari	35%
10	8	HARRY POTTER: QUIDDITCH Developer: EA ■ Publisher: EA	65%
11	6	WWE SMACKDOWN! HCTP Developer: Yuke's ■ Publisher: THQ	88%
12	2	PRO EVOLUTION SOCCER 3 Developer: KCETokyo ■ Publisher: Konami	96%
13	9	MANHUNT Developer: Rockstar ■ Publisher: Rockstar	91%
14	12	POP IDOL Developer: Codies ■ Publisher: Codies	42%
15	-	MAX PAYNE 2: TFOMP Developer: Rockstar ■ Publisher: Rockstar	65%
16	17	FINDING NEMO Developer: THQ ■ Publisher: THQ	71%
17	22	PRINCE OF PERSIA Developer: Ubisoft ■ Publisher: Ubisoft	87%
18	18	DANCE: UK Developer: Big Ben ■ Publisher: Big Ben	67%
19	13	SSX3 Developer: EA ■ Publisher: EA	94%
20	-	TOTAL CLUB MANAGER Developer: EA ■ Publisher: EA	67%
21	-	XIII Developer: Ubisoft ■ Publisher: Ubisoft	87%
22	-	CRASH NITRO KART Developer: Vivendi ■ Publisher: Vivendi	68%
23	15	TIGER WOODS PGA TOUR 2004 Developer: EA ■ Publisher: EA	81%
24	16	RATCHET AND CLANK 2 Developer: Insomniac ■ Publisher: Sony	85%
25	-	TOM CLANCY'S SPLINTER CELL Developer: Ubisoft ■ Publisher: Ubisoft	91%
26	26	CONFLICT: DESERT STORM 2 Developer: Pivotal ■ Publisher: SCi	88%
27	14	RUGBY 2004 Developer: EA ■ Publisher: EA	84%
28	26	BUFFY: CHAOS BLEEDS Developer: Vivendi ■ Publisher: Vivendi	74%
29	27	SOUL CALIBUR 2 Developer: Namco ■ Publisher: EA	93%
30	20	DRAGON BALL Z: BUDOKAI 2 Developer: Ubisoft ■ Publisher: Ubisoft	70%
31	19	COLIN MCRAE RALLY 4 Developer: Ubisoft ■ Publisher: Ubisoft	92%
32	28	YU-GI-OH: DUELISTS OF THE ROSES Developer: Konami ■ Publisher: Konami	62%
33	29	WH40K: FIRE WARRIOR Developer: Kuju ■ Publisher: THQ	65%
34	31	ENTER THE MATRIX Developer: Shiny ■ Publisher: Infogrames	81%
35	32	FREEDOM FIGHTERS Developer: IO ■ Publisher: EA	92%
36	33	THE HULK Developer: Radical ■ Publisher: Vivendi	70%
37	34	THE ITALIAN JOB Developer: Climax ■ Publisher: Eidos	51%
38	35	THE GREAT ESCAPE Developer: Pivotal ■ Publisher: SCi	73%
39	37	TOMB RAIDER: AOD Developer: Core ■ Publisher: Eidos	58%
40	39	STARSKY AND HUTCH Developer: Empire ■ Publisher: Empire	77%

Welcome to the charts pages. Here you'll not only find out what great games are coming up but also what's shifting on the high street right now. Plus don't miss PSM2's top tips and invitation to help shape next issue! Proper!

MOH: RISING SUN

Yes, the game described by Dep Ed Dan D's father as "the one with all the planes" – on the strength of EA's relentless TV advertising – crash-lands at number one. Sure, it's just technically accomplished smoke and mirrors fused to a solid FPS, but undeniably stirring stuff. Once again, EA own the chart at Christmas.

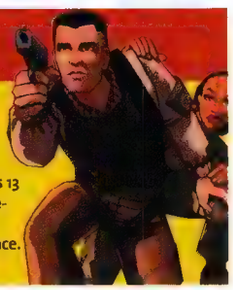
TERMINATOR 3: ROTM

Atari's atrocious movie cash in (based on a fairly atrocious movie cash in itself) stumbles into the top ten on the strength of a decent advertising campaign and LOOK HERE AT MY SHINY FRONT! in-store promotions. If you bought this game, feel very, *very* ashamed indeed... in fact, even if you stole it, hang your head.

PRINCE OF PERSIA

The good Prince has slashed his own throat to drum up sales, available at £18.99 on reputable retail websites after only four weeks on sale. Why? Nobody wants a game with Robert Pires in pantomime costume when they can be Snoop Dogg in *True Crime*. Shame.

XIII



Cel-shaded games don't sell. FACT. Joe Punter thinks they're weird. It's also known by some as ex-aye-aye-aye, others as 13 and still others as Ex-one-one. And it's based on a Belgian comic big in France. Low sales? Go figure.

SOUL CALIBUR 2

Namco's genius scrapper is a game that everyone *appreciates*, but relatively few people bothered to *buy*. Which is a shame, because if you can pick this up second hand, we'll be astonished if you find it anything less than superb.

IMPORT CHARTS

AMERICAN TOP 10 PS2 GAMES

THIS MONTH	LAST MONTH	GAME NAME
1	-	NEED FOR SPEED UNDERGROUND Developer: EA Publisher: EA
2	5	TONY HAWK'S UNDERGROUND Developer: Neversoft Publisher: Activision
3	-	MEDAL OF HONOR: RISING SUN Developer: EA Publisher: EA
4	-	THE SIMPSONS – HIT AND RUN Developer: Radical Publisher: Vivendi
5	-	TRUE CRIME: STREETS OF LA Developer: Luxoflux Publisher: Activision
6	-	LORD OF THE RINGS: THE RETURN OF THE KING Developer: EA Publisher: EA
7	-	THE SIMS: BUSTIN' OUT Developer: EA Publisher: EA
8	-	FIFA 2004 Developer: EA Publisher: EA
9		SSX3 Developer: EA Canada Publisher: EA Big
10	-	MANHUNT Developer: Rockstar Publisher: Take 2

MANHUNT

Notorious *Grand Theft Auto* creators Rockstar may be disappointed to see *Manhunt*, their big non-*GTA* game, creeping in so low. That's despite early (and inevitable) controversy over grisly content scoring extra (and inevitable) publicity. Meanwhile, the *GTA*-blaming bandwagon continues to roll, with complaints of racism from groups who clearly (and inevitably) haven't played it. Ker-ching!

Electronic Arts owns 60% of the chart with its big-name brands and sports licenses. No other publisher has more than one entry...

JAPANESE TOP 10 PS2 GAMES

THIS MONTH	LAST MONTH	GAME NAME
1	-	MOBILE SUIT GUNDAM Z: AEUG VS TITAN Developer: Bandai Publisher: Bandai
2	-	GRAN TURISMO 4 PROLOGUE Developer: Sony Publisher: Sony
3	-	EVERYBODY'S GOLF 4 Developer: Sony Publisher: Sony
4	7	MEDAL OF HONOR: RISING SUN Developer: EA Publisher: EA
5	-	WILD ARMS ALTER CODE: F Developer: Sony Publisher: Sony
6	8	KUNOICHI Developer: Sega Publisher: Sega
7	-	TAIKOU NO TETSUJIN 3RD GENERATION Developer: Namco Publisher: Namco
8	-	R: RACING EVOLUTION Developer: Namco Publisher: Namco
9	6	CASTLEVANIA Developer: Konami Publisher: Konami
10	-	ONIMUSHA BURAIDEN Developer: Capcom Publisher: Capcom

GRAN TURISMO 4: PROLOGUE

Amazingly, over 200,000 Japanese gamers have flocked to Kaz Yamauchi's five track teaser for *GT4*. This is partly due to a 2980 yen (£16) price point, but augurs well for the finished, 100+ tracks, game due in early 2004. As we go to press, latest figures reveal that *Resi: Outbreak* sold over 100, 000 in its first weekend, so expect big changes in next month's chart.

SEE PAGE 52
GT4 REVIEW

10 THINGS YOU MUST DO THIS MONTH

1. Watch the *Hitman Contracts* trailer on the DVD. Now, *that's* good wood texturing...
2. Go out and buy *Prince of Persia: The Sands of Time* for about, ooh, £15 – you won't regret it.
3. No, really, put down *Terminator 3* or *Medal of Honour: Rising Sun* and buy *Prince of Persia*.
4. Beg Capcom to make *Resi Outbreak* online in the UK. Then send the same letter to Sony.
5. Start recording your PES3 goals, if only to shame Dan D's 'oh–look–LOOK!' effort on the DVD.
6. Start saving 54 pence a day so you can buy a PSP the moment it comes out in late 2004.
7. Fork out for voice coaching so you're not humiliated by smug relatives in *Singstar*.
8. Buy, borrow or dig out a dusty copy of *SFII*. And you thought *PES3* was competitive...
9. Don't write to us saying *THPS3* is better than *THUG*, Dan D's been banging on for *ages*...
10. Load *PES3*, pick up the pad... then turn it off and walk away. We can kick this habit together...

TOP 5 THINGS TO DO WHEN STARING AT A LOADING SCREEN...

1. KEEP TAPPING THE ⊗ BUTTON AS IF *SOMEHOW* THINGS WILL IMPROVE.
2. GET CAUGHT DRINKING TEA AS THE GAME STARTS, AND INSTANTLY LOSE A LIFE.
3. KEEP FLICKING THE AV BUTTON IN A VAIN ATTEMPT TO READ SNATCHES OF TELETEXT
4. SHOUT "FOR F*@K'S SAKE" REPEATEDLY. YOUR PS2 WON'T BE INTIMIDATED.
5. STARE AT THE LOADING BAR REALLY, REALLY HARD AND PRETEND YOU CAN MANIPULATE CODE LIKE NEO FROM THE MATRIX.

TOP 10 DVDS

What's big in DVD movie rental

1. PIRATES OF THE CARIBBEAN
2. TERMINATOR 3
3. LEGALLY BLONDE 2
4. BRUCE ALMIGHTY
5. CHARLIE'S ANGELS: FULL THROTTLE
6. ANIMAL FACTORY
7. X-MEN 2
8. THE MAN WHO SUED GOD
9. ANGER MANAGEMENT
10. MISTER IN-BETWEEN

SEE PAGE 83
DVD REVIEWS

PSM2 MOST WANTED

Tell us what games you want to see in PSM2!

1. METAL GEAR SOLID 3
2. DRIV3R
3. GT4
4. THE GETAWAY 2
5. FF12

Your most wanted games – updated monthly!

WHAT DO YOU WANT?

Ever flicked through PSM2, recognised it to be the best PlayStation 2 Magazine In The World Ever, but wished that we'd done a *bit* more on Mobile Suit Gundam Z: AEUG Vs Titan? Well, you're in luck. Tell us what you want and we'll put it in the mag! Send this coupon to 'Most Wanted, PSM2, 30 Monmouth St, Bath, BA1 2BW' or email 'Most Wanted' to: psm2@futurenet.co.uk. Cheers.

Name

Address

What do you want?

"CYBER AGENTS CONNECTED TO THE VIRTUAL WORLD" CY GIRLS, PG32

Hands

28 **Psi-Ops**
First-person shooting bought into the future with *deep* artificial intelligence. Are you ready for the challenge?

32 **Cy Girls**
Unfortunately it's not all shower scenes and skin-tight outfits. But don't let that put you off what's looking like a twist to the usual stealth game.

34 **Richard Burns Rally**
Almost as difficult as driving the real thing? Maybe, but one thing's for sure; the graphical realism is amazing.

You want more?! Demanding aren't you? No bother though... how about a sweet wee title about animal abuse: Whiplash on page 30.

WELCOME...

DAN D

Stealth's so popular even Radiohead have written a song about it. "I'm a creep," sings Thom Yorke, clearly referencing the quiet creeping bits of *Metal Gear Solid* or something, which he's not very good at, "I'm a loser / What the hell am I doing here?" Touching, really. So he's going to love this little lot (hi Thom!).

Tom Clancy's Rainbow Six 3 takes it from the point of view of counter terrorists – a group who creep in, kill the bad guys and still know they look good in black. *Cy Girls* is big on infiltration too and adds the twist of installation-breaching as girls. *Psi Ops*, meanwhile, is mental. OK, *Richard Burns* does his infiltration in a throbbing rally car and *Whiplash* has rabbit-swinging weasel in it. But mostly the theory holds up...

PSM2 PREVIEW PROMISE

PSM2 is always first with the biggest and best games and that applies to our redesigned previews section. Every issue, you can rely on us – here's why:

- Unlike any other PS2 mag, here at PSM2 we play every game we preview – that means genuine hands-on opinion, not what we've read about on the net.
- We're gamers just like you – and that's means we go into the kind of detail you demand. Check our sidebars for the latest facts and stats or screenshots that show off all the newest features.
- PSM2 is 100% editorially independent! You get to hear what we honestly think of a game at an early stage, not what the press release says.
- We feature more screenshots than any other magazine.
- Once you've read what we think, why not see what we played – in action! The PSM2 DVD features in-game hands-on footage we've taken just for you.
- PSM2: We're playing PS2 longer, harder, faster than anyone else! And don't you forget it.

GET THE TEAM SPIRIT

You fight alongside the same four Rainbow team members throughout the game. They're an international bunch of experts drawn from the best counter terror organisations in France, Germany, America and, of course, Britain. Their personalities are well developed thanks to each having a distinct national accent and way of reacting to situations. Because of this character development you feel a real stab of emotion and guilt when you let one of your squad die because of a reckless order, or because you've been hanging back from the action.

BECAUSE WE ONLY PREVIEW THE GAMES WE PLAY

GAME TYPE Squad-based shooter

TOM CLANCY'S RAINBOW SIX 3

"Your team will take cover in thoughtful ways; crouching behind objects and hugging walls"

Picture the scene: it's early morning in the ancient city of Dubrovnik on Croatia's golden Adriatic coast. As the sun rises in orange hues and the palms trees sway gently in the morning breeze everything seems idyllic. It's the most likely place to find a group of friendly young lads calling themselves Rainbow. Yes, peace, love and mung beans baby – that's what it's all about for these guys... Er, well... maybe it would have been like that in the 60s if Rainbow were unwashed flower-power gurus wearing bellbottoms. But this is the new millennium and this *not* a perfect world. There are bad people here. People who must be stopped – preferably killed.

Time to call in "the world's biggest badasses" as the game's producer, Maxime Béland, likes to call them – team Rainbow. Many terrorists hide in the historic city of Dubrovnik, plotting indiscriminate destruction like only terrorists can

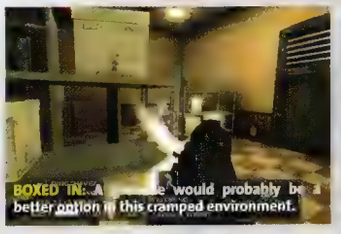
BROTHERS IN ARMS: These guys are the only thing standing between you and a shallow grave in a foreign country. Watch their backs and they'll watch yours – hopefully.

TURN THE PAGE FOR MORE ON RAINBOW SIX 3...

Hands–On

BECAUSE WE PLAY EVERY GAME WE PREVIEW

HANGING BACK: As the leader of the team you'll often give the orders and then watch them being executed.



BOXED IN: A [illegible] would probably be a better option in this cramped environment.

THE SKY IS FALLING: Hostages dive for cover as a firefight breaks out in the Alcatraz level

ANTICIPATED FEATURES

- 30 different weapons and 10 gadgets – from tear gas to grenade launchers.
- Night vision and thermal vision modes to flush out hiding terrorists.
- Give verbal commands to your squad via the PS2 headset.
- In addition to the one player story mode there are also ten deathmatch modes and a co-operative split screen mode exclusive to PS2.

WHERE IT'S AT...

- The code was 70-90% complete.
- Some tweaking is needed and the one-player levels were incomplete, but it's looking damn tasty. Expect it to be released on 31st March.

and for the sake of the free world they must be neutralised.

As Ding Chavez, leader of the elite counter-terrorist group you are charged with the responsibility of taking your four-man squad into the strongholds of the worst terrorist organisations on the planet. The plot is something about oil – of course – because everyone knows oil is the root of all evil in the world today, don't we? Over the course of *Rainbow Six 3* you will travel from pristine alpine villages in Switzerland to a gory meat packing plant in Venezuela, rooting out evil-doers wherever they may lurk and dishing out summary justice with some high-tech weaponry.

GLOWSTICK MEN: With the aid of the thermal scanner even the darkest rooms are visible.

The most important part of any squad-based first person shooter is the AI and from what we saw the Rainbow team's AI is excellent. When ordered to move to a location your squad members won't just amble over and stand around with their fingers in their ears waiting to be shot – they'll assess the area and take cover in a thoughtful ways; crouching behind objects and hugging walls, while constantly staying on the lookout for Tangos (that's terrorists to you and me). Not having to micro-manage your team is a real advantage when the shit hits the fan – it's comforting to know they can look after themselves and allows you to concentrate on keeping Ding lead-free.

The most risky part of *Rainbow Six 3*, like most first person squad-based shooters, is entering unknown rooms. It must be completed by the most tactically-sound means possible. Although you can't control each of the your Rainbow team members individually(apart from your character, Ding) the innovative Zulu command allows you to pre-plan synchronised attacks to surprise the bad guys. At any point where the map forks you can make use of the Zulu command. Say you want them to bust into a room using a flash grenade, you hold L2 and say "Open, flash and clear on my zulu". Your squad will get in position and await your cry of "Zulu" to execute. Now, you move along the fork in the road until you reach the back door to the same area. You call "zulu", wait for

HEADY, SET, GO!

Rainbow Six 3 has more than 80 verbal commands for everything from clearing an area to disarming bombs. One of the commands that new players will be most grateful for is "Go! Go! Go!" – a generic action command. If you're pointing at a door when you use this they'll bust in and clean up. If you're pointing at a ladder the team will scale it and secure the rooftop. If you're out in the open the team will clear the area of threats, but aren't as cautious as they could be. Still, when the bullets start flying and you're in a tough spot this basic command can be a godsend. However, skilled players will only use it as a last resort – preferring to use more detailed commands, where they can avoid detection.

WAITING FOR IT TO RAIN: All seems quiet in the courtyard, but dust van looks very suspicious indeed...

EYE SPY: One small nudge to the right and this [illegible] will be history.

"NOT HAVING TO MICRO-MANAGE YOUR TEAM IS A REAL ADVANTAGE"

TRIPPIN' THE LIGHT FANTASTIC: The Alcatraz level features probably the best light effects in the game. Don't get [illegible] entranced though...

GREEN SCREEN: The good thing is that the terrorists are probably so poor they can't afford night vision goggles, like you can.

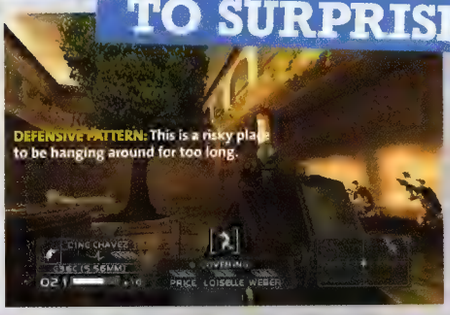
EXPECT THE UNEXPECTED: A more likely location for an ambush we've never seen...

PS2 EXTRAS BONANZA

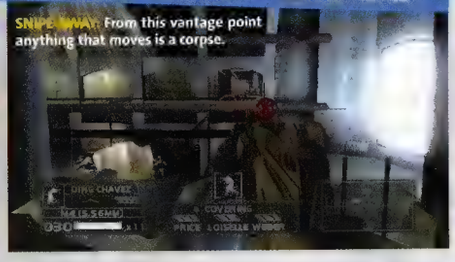
The PS2 version of *Rainbow Six 3* might be one of the last to appear (it's been out on PC and Xbox for ages), but it benefits from some quality extras. There's an exclusive bonus level set in Italy, bringing the one player levels tally up to 15. However, the best addition is undoubtedly the option to play the story mode as a two-player split screen co-op. There might only be the two of you – instead of the normal four – but having a buddy with you when you're under fire is always preferable to a computer team mate, no matter how good their AI is...

"THE ZULU COMMAND LETS YOU PLAN SYNCHRONISED ATTACKS TO SURPRISE THE BAD GUYS"

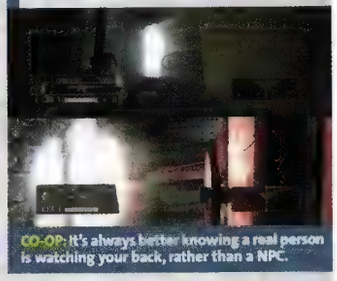
THE BELLS, THE BELLS: The Swiss Alps level is extremely picturesque...



DEFENSIVE PATTERN: This is a risky place to be hanging around for too long.



SNIPE AWAY: From this vantage point anything that moves is a corpse.



CO-OP: It's always better knowing a real person is watching your back, rather than a NPC.

GET WITH THE EXPLOSIONS: The exploding teapot vase that occurs...

LIVING IN THE KILL ZONE

In a lot of first person shooters you might as well keep on the move, instead of seeking cover, because you're not penalised in terms of shooting accuracy when you're jogging. Which, of course, is ridiculous, because aiming a gun while you're bouncing up and down is about as hard as bobbing for apples in a barrel with your hands tied behind your back. Thankfully, aiming is much more sensibly dealt with in *Rainbow Six 3*. The size of your targeting circle, or "kill zone" (inside which the target is certain to be struck), changes depending on what you're doing. While crouching the kill zone is larger, to reflect the fact that you have a more stable firing position. Conversely while on the run it shrinks considerably – realistically portraying the difficulty of hitting a target while moving. Also, the calibre of each weapon affects the amount of damage you'll do to an enemy, so if you only shoot him in the leg with a 9mm he'll still be able to return fire. Best go for the head...

your squad to bust in the front door and then rush through your own entrance – hopefully catching the enemy from behind and in a state of confusion. It's what teamwork's all about.

The terrorists aren't dumb either. They'll blindfire from behind cover – spraying bullets wildly in an attempt to keep you pinned down. They'll also take hostages and use them as a shield, so you'll have to be extra careful when members of the public are involved. There are certain scripted elements, such as a van that explodes impressively on the Dubrovnik level – but thankfully they don't happen *every* time. Similarly, terrorists don't always appear in exactly the same place each time. But you'd expect that anyway. Although the levels we played did feel rather linear, we're still hoping for gold at the end of the *Rainbow*. PSM

ETA March 31st 2004

Ubisoft are tweaking the controls in preparation for *Rainbow Six 3*'s March release date.

SQUISH-ONE TANGO: This guy came round the corner at precisely the wrong moment. Bye!

JORIN's OPINION...

LIVE AND DIRECT FROM AROUND THE GLOBE

Self-admitted "flower child" Jorin visits the Land of the Rainbow – San Fran – to play Ubisoft's new baby.

■ **NAME** Jorin Sievers ■ **DATE** 9/12/03 ■ **LOCATION** San Francisco, California.

"*Rainbow Six 3* uses the same light engine as *Splinter Cell* and it works to beautiful effect in some of the darker locations, such as Alcatraz.

Like many squad-based shooters, every button on the pad is used, especially in story mode, where you'll need to be confident in dishing out orders quickly and under pressure. At first the amount of controls is a bit overwhelming, but it soon makes sense. But multiplayer is definitely where the game shines and was how I spent most of my hands-on time playing *Rainbow Six 3*. Deathmatch is a very different kind of game from the one player story mode – all caution tends to go out the window in the frantic killing spree because you're always aware that somebody could turn up behind you and take you out. So it's best to be constantly on the move and develop eyes in the back of your head.

With ten deathmatch maps you'll be drawn back again and again for the tense thrill of hunting down someone you know. No part of the game mechanics interrupted the enjoyment of the deathmatches and I couldn't find a fault worth mentioning in the story mode either. *Rainbow Six 3* seems like it will be bloody good fun all round. We'll just have to wait until March..."

MY BEST BIT...

■ Tossing caution to the wind in Multiplayer battles . A spiteful trick is to hold a grenade when you're shot and drop it with your dying strength to blow your killer to bits.

MY WORST BIT...

■ Being respawned in the twilight zone. The incomplete code meant that I kept reappearing in a non-room with a starry sky for walls, floor and ceiling – with no escape.

ORIGINALITY	★★★
HANDLING	★★★★
PRESENTATION	★★★★

■ **DEVELOPER** Midway ■ **PUBLISHER** Midway ■ **GAME TYPE** Action Adventure

PSI-OPS: THE MINDGATE CONSPIRACY

"Physical strength is nothing compared to the power of the human mind"

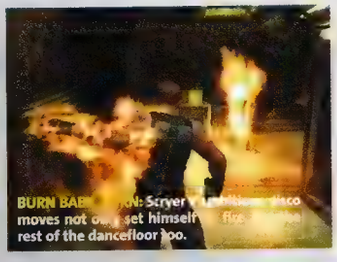
ANTICIPATED FEATURES
- Five lethal bosses specialising in a particular psychic ability.
- Six large levels set across military bases, eerie underground ruins and outdoor complexes.
- Six unique mind powers to exploit including Telekinesis (TK), Pyrokenisis, Mind Control, Remote Viewing, Aura Viewing and Mind Drain.

WHERE IT'S AT...
- Midway is currently working on developing the bosses and honing the controls and puzzles.

POP! Yet another head explodes in a gratuitous fountain of blood. Just past the ammo crates, over by the metal steps, a terrorist soldier is being inexplicably flung about the room, bouncing off walls, howling, like a victim from The Exorcist. Even freakier, lurking precariously behind a door, a perspiring guard poised with a rifle at the ready suddenly erupts into a ball of flames as if he's just swallowed a gas cooker and lit a ciggy. Quite frankly, who needs the latest military technology when you've got psychic powers that could empty bowels on a mass scale in a split-second?

If it's a twisting third-person adventure that you're looking for, then focus your gaze right here, right now. Midway's spy thriller is essentially 007 regurgitated through a Stephen King novel. Recently re-titled from 'ESPionage', Psi-Ops: The Mindgate Conspiracy puts you into

TOWN SCRYER: Judging by those menacing eyes, Nick Scryer is a complete nutter.


BURN BABY BURN: Scryer [illegible] disco moves not only set himself [illegible] rest of the dancefloor too.

the shoes of government agent Nick Scryer, a man whose psychic prowess could probably teach Uri Geller a few party tricks. Not that there's any spoon bending here, though. Instead, you'll get to perform really cool things, like possessing live enemy bodies, peering through solid walls and... get this... surfing on slabs of fallen architecture. Whoopee-do! This guy's hard...

Creative director Sal DiVita is confident that his team has tapped into something excitingly unique: "After this year's E3 show, we realised that a lot of work was still to be done," he confesses. "Psi-Ops (then still going under its original moniker) was looking like a lot of other titles, and that was obviously something we didn't want, so we changed the name, really pushed the psychic element, as well as improving other areas like the AI."

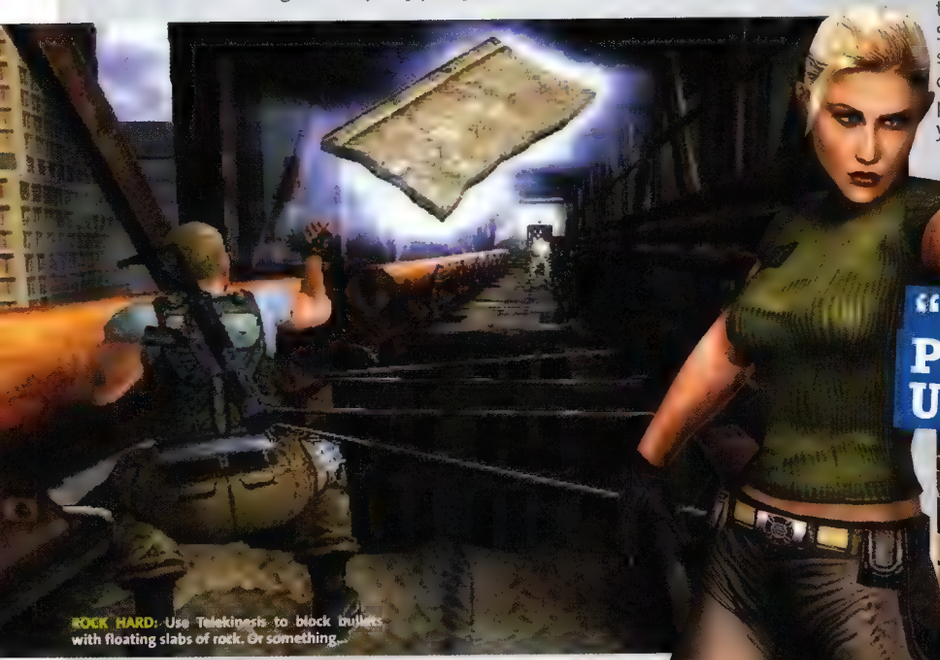
And bingo, the tinkering appears to be paying off, with the results resembling a morose comic-book tale full of more exploding heads than the horror section in your local video store. Performing psychic actions is tricky, although far from nightmarish. Rather than wading through insipid menus, each of Scryer's six abilities is designated a specific button, with the sensitivity of the Telekinesis function in particular, dependent on how hard you slam on the trigger. While this may be awkward to grasp at first, with practice, it allows you to perform some truly astonishing manoeuvres, such as elevating a guard, spinning him forwards and then draining him of essential brain power whilst still airborne. Lovely jubbly...

"Being inventive with your powers is key to the game," continues DiVita. "We're designing the puzzles so that they encourage the gamer to explore various avenues. There are no set ways to overcoming obstacles. Take

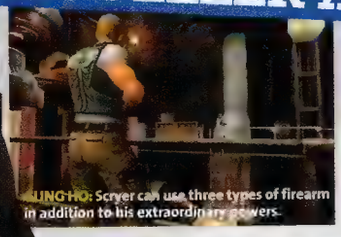
PEEPING TOM

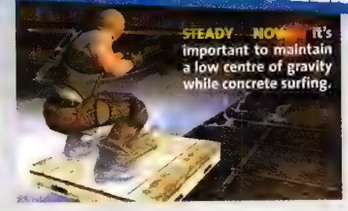
One of Scryer's most interesting powers is that of Remote Viewing. This first-person trick allows you to temporarily enjoy an out-of-body experience and wander through adjacent rooms to learn a guard's pattern or seek out clues. "It's almost like floating through a different world and is a great way for studying monitors and gaining information," explains DiVita. "Once again, we want to encourage the gamer to be as clever as possible. This game isn't all about non-stop action if you don't want it to be."

BOO! Remote View is perfect for checking out the behaviour of lurking guards.

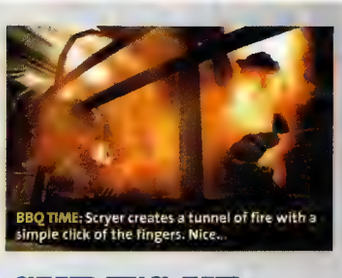

ROCK HARD: Use Telekinesis to block bullets with floating slabs of rock. Or something...

"A MAN WHOSE PSYCHIC PROWESS COULD TEACH URI GELLER A FEW TRICKS"


GUNG-HO: Scryer can use three types of firearm in addition to his extraordinary powers.


STEADY NOW... It's important to maintain a low centre of gravity while concrete surfing.

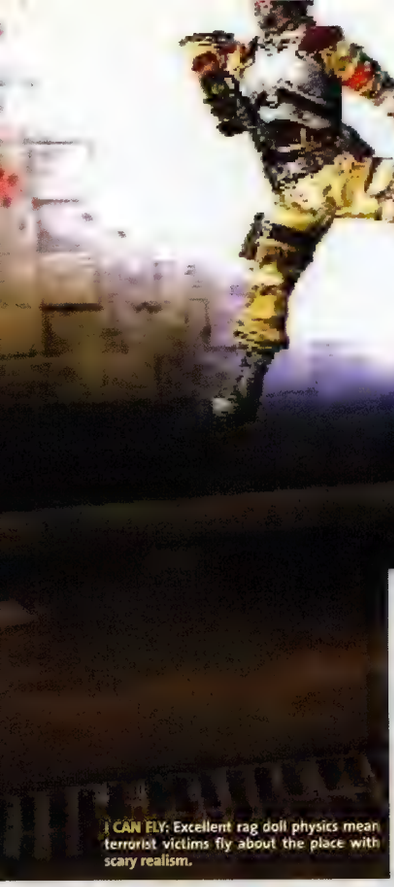
YOU LOOKIN' AT ME? Out of all the multitude of video game stars around, Scryer has the potential to be up there with the very best.



BBQ TIME: Scryer creates a tunnel of fire with a simple click of the fingers. Nice...

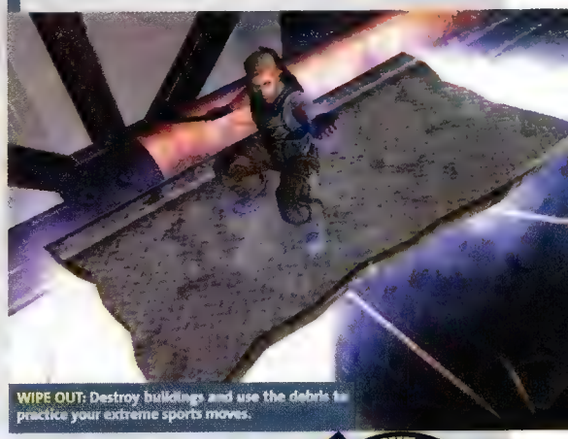
THE SURF'S UP, DUDE...

Being psychic is not used solely for the purpose of fighting. In fact, in most cases, the game demands you employ your psi powers to solve puzzles, with numerous possibilities available for you to exploit. One of the obstacles we were shown involved a broken bridge and a group of bloodthirsty snipers lying in wait for our maligned hero. DiVita overcame this by eliminating the enemy threat using mind control on one of the guards and shooting the others (genius!), before smashing up a load of rubble, stepping up onto one of the subsequent smaller pieces and then employing Telekinesis to surf over the gaping gap. Now, why didn't we think of that?

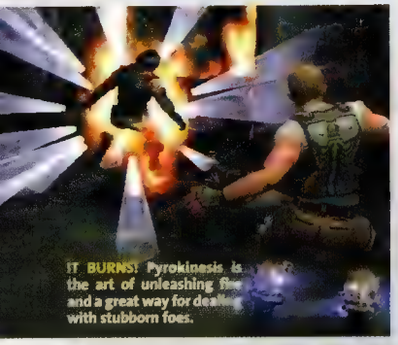


I CAN FLY: Excellent rag doll physics mean terrorist victims fly about the place with scary realism.

MIND YOUR STEP: Scryer waves goodbye to a tumbling [illegible] after he attempts a bungee without a rope.



WIPE OUT: Destroy buildings and use the debris to practice your extreme sports moves.



IT BURNS! Pyrokinesis is the art of unleashing fire and a great way for dealing with stubborn foes.

DRAIN YOU, DRAIN ME

Of course, it wouldn't be fair if Scryer had unlimited use of his psi powers. So, somewhat inevitably, your psychic energy is diminished each time an ability is used (specific powers are more sapping than others). Fortunately, replenishing lost energy can be achieved by draining the minds of others. To do this, you'll first need to stealthily creep up on an unknowing live terrorist (dead ones aren't quite as rewarding), before doing your stuff and watching their head explode in the most poetic manner possible. Absolute bliss...

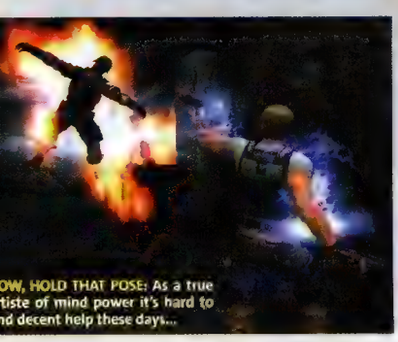
Telekinesis for example – you might move a barrel towards a group of enemies, and then shoot it so that there's a massive explosion. Or more spectacularly, you might consider beating a sniper by using Mind Control, taking over his body, and walking him off a bridge."

Inevitably, standard firearms and a bit of Snake-like creeping will also come into play, but it's how you use your noggin that will really determine how long sly old Scryer stays alive. And who knows, with a sexy fellow agent named Sara also set to play an enormous role, Midway will have a tempting reason to check your head later this year. PSM

Psi-Ops will debut in Nov 2004.

HEAD ROOM: Quietly does it as you prepare to rob another human being of his brain power.

HEADLESS WONDER: And once you've finished you can sit back and enjoy the pretty mess.



OW, HOLD THAT POSE: As a true [illegible] of mind power it's hard to find decent help these days...

ETA November 2004

DAN G'S OPINION

LIVE AND DIRECT FROM AROUND THE GLOBE

"Using only the power of his horribly swollen brain head honcho Griffiths breaks Psi-Ops' will power."

■ **NAME** Daniel Griffiths ■ **DATE** 16/12/03 ■ **LOCATION** The Astral Plane

"It's hard to be original in the crowded action adventure world, Midway has certainly leapt that first important hurdle with this interesting blend of stealth, action and psi power. Spurting fireballs at terrorist groups is certainly deadly, but liable to result in a potentially lethal firefight. So you could almost have a pin drop when DiVita switched to Mind Control, possessed a guard and ran amok on his fellow soldiers with an assault rifle. It's like the *Hitman* series being thrust into new and exciting, supernatural realms.

Elsewhere, the physics were also looking stunning too, with crates, planks and bodies spinning through the air with commendable believability. It added to the game's dark image, straddling the gulf between a typical spy thriller, superhero yarn and survival horror in a way not achieved before.

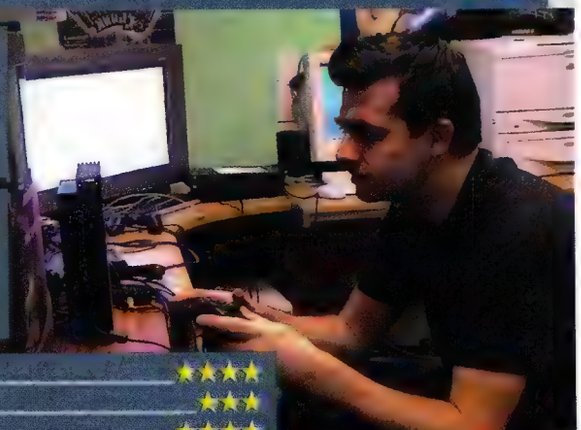
Of course, the main concern is that the psychic powers are a thin way of disguising a mediocre adventure. Beneath Scryer's ability to elevate objects, I couldn't see too much to separate this from your *Metal Gears* and *Mission Impossibles*. DiVita showed how you could smash up parts of the environment to build bridges, but why waste time with this when you can simply surf over the offending hole? Overall, very interesting."

MY BEST BIT...

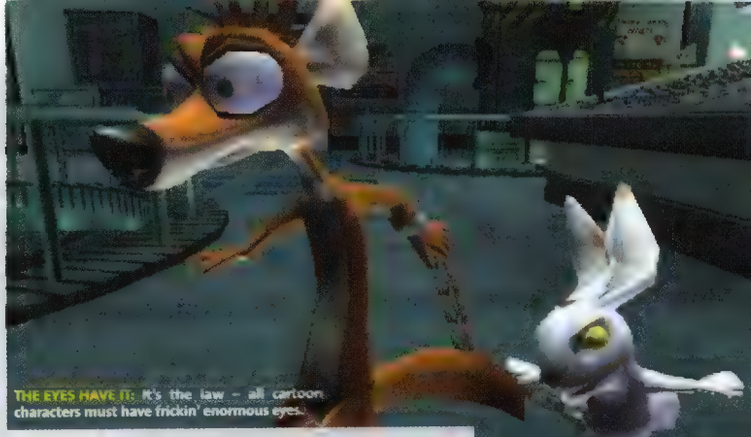
■ Using Mind Drain by sneaking up on a dozy guard after studying his routine through Remote Viewing and then blowing off his head in a gruesome show of power. Sweet.

MY WORST BIT...

■ Trying to get the hang of the very sensitive Telekinesis and struggling to pile a stack of bricks on top of each other. It's pretty hard to judge the sense of distance, you know...



ORIGINALITY	★★★★
HANDLING	★★★
PRESENTATION	★★★★


THE EYES HAVE IT: It's the law – all cartoon characters must have frickin' enormous eyes.

■ **DEVELOPER** Crystal Dynamics ■ **PUBLISHER** Eidos ■ **GAME TYPE** Platformer

WHIPLASH

"Animal cruelty can be funny. But not in real life. Remember that, kids."

ANTICIPATED FEATURES

- Cartoon platformer that eschews collection and needless run-and-jump activities for more immediate action and humourous cut-scenes.
- Use your little rabbit sidekick as a context-sensitive in-game tool, with uses that range from whacking enemies to sticking him in a fuse box to act as, well, a fuse.

WHERE IT'S AT...

- Looks like it's all done bar the shouting. The playable code we previewed seemed pretty much finished.

Oh *great*. Another frickin' cartoon platformer with cute little animals that aren't, in reality, remotely cute. But hang on a minute – did he just set that rabbit on fire? What in the name of the baby Jesus and all his little family of wizards is going on here?

That's pretty much what we thought during the first couple of minutes of *Whiplash*. It looks like every other uninspiring 'character action' (cheers, Naughty Dog) game we've ever seen. But you know what? From what we've seen, we're pleasantly impressed with *Whiplash*.

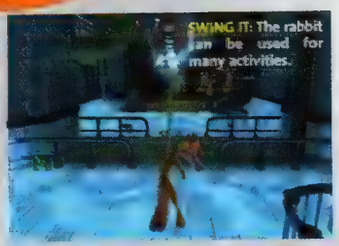
It's funny for a start, in a violent Looney Tunes kind of way (although it is cruel and satirical as well – see the box on the right for details). Even if we didn't actually guffaw ourselves to tears we did emit a couple of audible chuckles and it's been a while since we've done that. Playing as Spanx (sigh) the weasel, you're in the process of escaping the Genron corporation and almost certain vivisection. However, the gimmick is that you're chained to a fellow inmate, Redmond the rabbit. Poor old Redmond – who's far from cuddly due to, we guess, whatever Genron are up to with their rabbit-poking sticks – acts as a context-sensitive tool and enemy-bludger, as you can swing him around and do all sorts of nasty things.

It's all to do with Crystal Dynamics attempt to do away with the kind of collection mentality that infests platformers these days. Apart from a couple of widgets like Robomice, which can be sent off to remotely detonate things, Redmond is all you've got – you don't need to collect things to upgrade him. Although, if you do enough damage with him he goes 'Hyper' and causes more destruction. **PSM**

Whiplash is released 13th February.

BEAM PLAYER: There's plenty of puzzlin' fun going on in Whiplash.

ETA February 2004

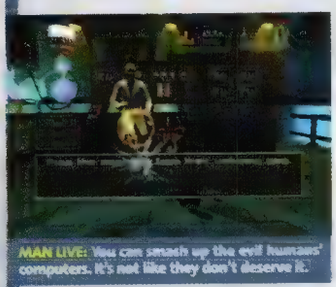

SWING IT: The rabbit can be used for many activities.

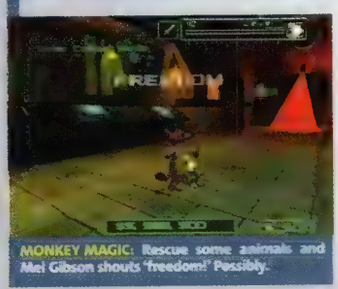
DOGGY STYLE: Rescue animals in hilarious fashion.

FRIENDLY FIRE: Set the poor experimented-on rabbit on fire. My how you'll laugh.

ONLY JOKING

The early stages of the game are genuinely amusing and satirical, in a animal rights activist-baiting way. (Of course it's all OK as the evil animal experimenters get their comeuppance in the end). Nasty corporation Genron (oh, how topical) are engaged in all sorts of needless critter-crippling fun, such as shooting hamsters at a board for no apparent reason and drowning monkeys (honestly, it's funnier in the game). We're not entirely sure that the game will remain funny, but it starts off promisingly enough.


MAN LIVE: You can smash up the evil humans' computers. It's not like they don't deserve it.



MONKEY MAGIC: Rescue some animals and Mel Gibson shouts 'freedom!' Possibly.

DAN D'S OPINION...

LIVE AND DIRECT FROM THE GLOBE

Jes injects a puppy in the ass with Fairy Liquid before being arrested. Games, eh?

■ **NAME** Daniel Dawkins ■ **DATE** 4/12/03
■ **LOCATION** Secret Vivisection Centre, Chelmsford

"*Whiplash* is looking good. In these days of *Jak 2* and the latest *Ratchet and Clank*, it's going to take a lot to make me even take half a glance at yet another generic cartoon platformer, but *Whiplash*'s line in anarchic humour actually works, even if its half-hearted character design doesn't. That in itself is a small miracle and indeed I have to say it'll probably be another miracle if it can be sustained successfully over the course of the whole game. Unfortunately I also suspect that the game will settle down into more traditional platforming fare in its later stages. But it's too early to make those sort of calls yet. However, we'll see for certain in our review of *Whiplash* next month..."

MY BEST BIT...

- Poor Redmond [illegible]

MY WORST BIT...

- It looks like the kind of thing you'll be rather keen to [illegible]

ORIGINALITY ★★
HANDLING ★★★
PRESENTATION ★★★★

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■ **DEVELOPER** Konami ■ **PUBLISHER** Konami ■ **GAME TYPE** Action Adventure

CY GIRLS

"Lithe cyber agents who are able to connect to the 'virtual' world"

ANTICIPATED FEATURES

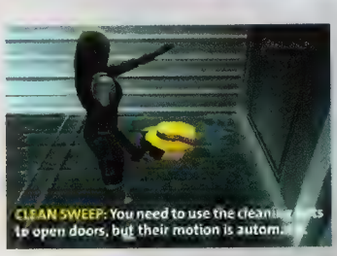
- Two DVDs – one for each of the girls; Ice and Aska.
- Ability to jack into the cyber world to perform data retrieval.
- Weapons include twin-handed pistols, projectile cannons, grenades and a lethal close-range hook.
- Based on the Takara action figures.

WHERE IT'S AT...

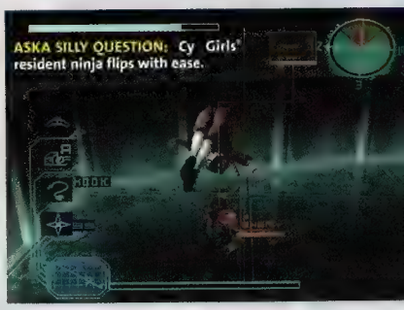
- The early code is solid and *Cy Girls* shouldn't slip from its April 2004 release date.

Walk. *Walk*. Shoot. SHOOT! Yaaargh! <pause> Wait. Walk. *walk*... Nyuuughh! That's the rhythm of *Cy Girls*. *Streeetched* minutes of featureless trudging in identikit corridors, juxtaposed with flashpoints of shimmering violence from the Wachowski brothers' forgotten storyboards. Funny thing is, it works. Like Paulo Di Canio ducking a tackle, or Jay Z phoning in his rap for Beyonce's Crazy in Love, you'll be willing to forgive *Cy Girls*' lazier excesses for its sickly-sweet moments of individual genius. Well, *almost*...

Y'see, *Cy Girls* commits the cardinal sin of busywork – making you revisit previous sections of the game to pick up objects that were 'conveniently' obscured only minutes earlier. Which is fine when, say, you knew the object was there and didn't have the necessary skills to snag it – like using the hoverboard to reach previously inaccessible areas in *Jak II* – but not when the game is transparently forcing you to retread boring corridors with inexplicably respawning villains solely for the sake of longevity. If you die you can't just pick up an item and proceed in linear fashion, but need to repeat the time consuming zig-zag. Or volte-farce. Gah.

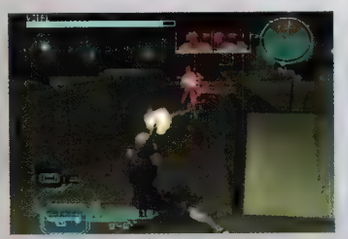

CLEAN SWEEP: You need to use the cleaning bots to open doors, but their motion is autom...

Rant over. Pitched in Hollywood soundbites, *Cy Girls* is *Metal Gear Solid* meets The Matrix meets Charlie's Angels. Visually, it's a facsimile of *MGS2* – correct to the last shiny floorboard – but curiously devoid of furniture, as if Hideo Kojima's popped in to collect his sofa and Dido CDs. The leading ladies, Ice and Aska, are lithe cyber agents able to connect with the 'virtual' world of computers – surprisingly represented by holographic green outlines with flashing 1s and 0s. *Honestly*. Oh, and there's a bit in the intro movie where we catch Ice in the shower polishing her lady bumps, before a cloud of condensation conveniently shrouds her modesty. Oof.

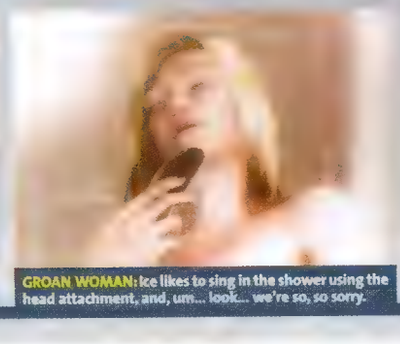

ASKA SILLY QUESTION: Cy Girls' resident ninja flips with ease.

Plot? Some gumph about cyber terrorism in the proto-apocalyptic 'near' future where a maniacal Bill Gates type is holding the world to ransom. Again. The 'gals approach the game from different perspectives, spanning locations such as South America, the Far East and the computer 'matrix', before the plot intertwines to an explosive conclusion. Ice and Aska are based on the popular Takara action figures that nobody's actually heard of – masters in projectile weapons and swordplay respectively. The game's split over two DVD's, one for each girl, but... honestly, who cares? Let's talk *guns*.

ICE TO SEE YOU: The blonde agent is better with guns and, erm, wrapping towels.



STEAM PLAYER: This needs relatively little explanation so let's kick back and enjoy... the ...view... ah, that's better.

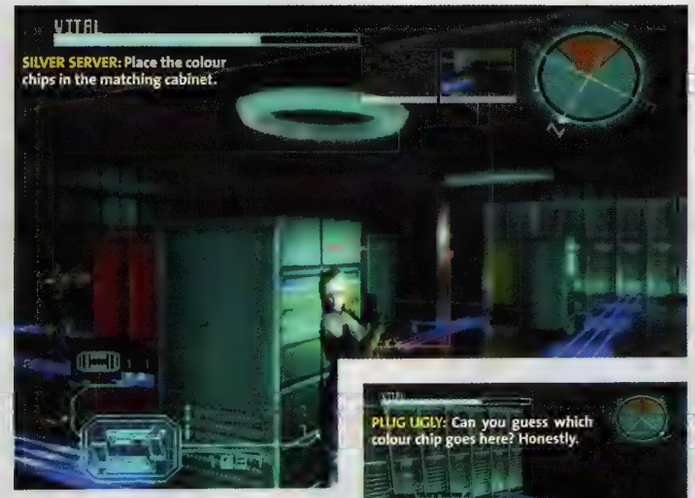

GROAN WOMAN: Ice likes to sing in the shower using the head attachment, and, um... look... we're so, so sorry.

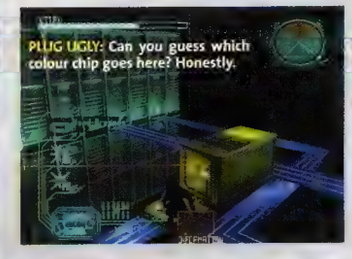
ICE ICE BABY

The ass-whipping, man-baiting Cy Girls are the living embodiment of independence and intuition, vindicating centuries of sacrifice and trailblazing graft by their feminist forebears. Of course, when they take a shower – POW! – we'll all catch a glimpse of digital bongos and start hooting like rush hour on the M25. Games, eh?

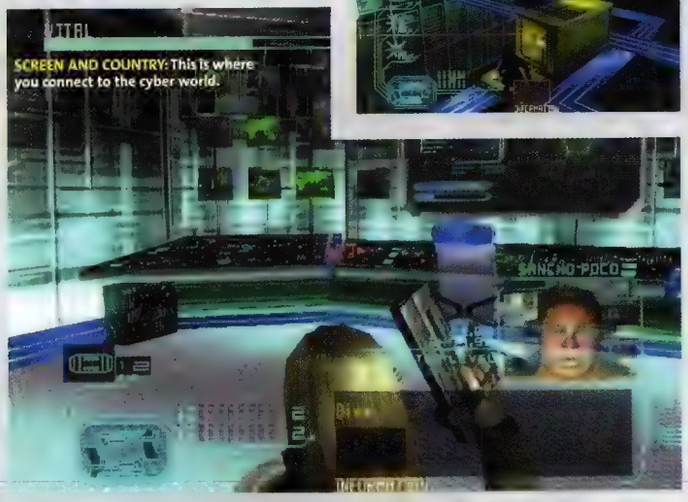
PUZZLE ME THIS

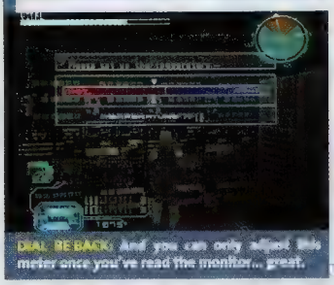
The action's littered with rudimentary puzzles, like collecting coloured keycards or operating cleaning robots to get them to open doors for you. In one particularly arduous passage of play you reach the central server room, then have to backtrack through half the level to re-calibrate the room's heating by watching a staff announcement video that refused to play when you passed the control room over ten minutes ago. The gameplay has many of these type of progress-dependent triggers, erring on the side of frustration, but rarely tipping into the valley of rage.


SILVER SERVER: Place the colour chips in the matching cabinet.


PLUG UGLY: Can you guess which colour chip goes here? Honestly.

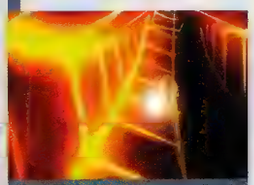
MONITOR OF DUTY: If only it said this first time out. Really... it's absolutely painful design.

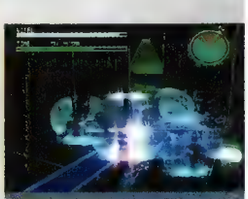

SCREEN AND COUNTRY: This is where you connect to the cyber world.

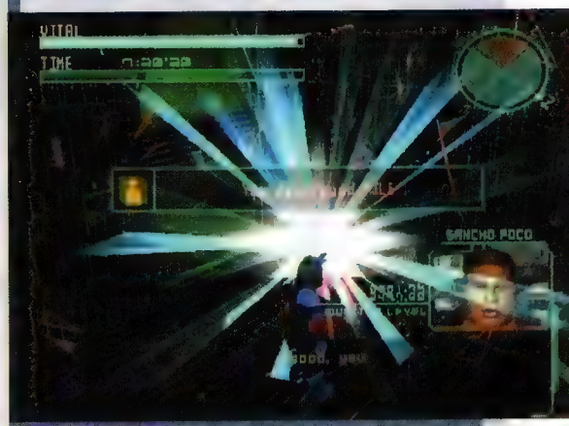

DIAL 'B' BACK: And you can only adjust this meter once you've read the monitor... great.

THE CYBER WORLD

Ice and Aska can 'dive' into the cyber world – a futuristic adaptation of the internet where people can take physical form and move around – to steal data and destroy files. Naturally, it's a rip off of The Matrix, but instead of running gun battles you get to fight silver disco balls with rabbit punches and uppercuts. The only neat bit is the ability to 'download' new abilities, by holding L1 and tapping preset button combinations, a bit like the special attacks in THQ's *Alter Echo*. The girls can only survive for a finite time in the cyber world, but since the time limits are so generous, there's no palpable feeling of tension.


TRON ATKINSON: The screen is contractually obliged to wig out.


SPHERE WE GO: Hit the balls! Hit them! Watch them roll. *Quiver.*


HACK TO THE FUTURE: This is where you use keypad taps in combination with L1 to download new skills and information files.

Peer through the code and you can almost see Ice as Carrie Anne Moss twirling pistols like the unforgettable first scene of The Matrix. Tap L2 and Ice will press against the scenery before swinging out – like *MGS2* or *The Getaway* – to spray her foes with steaming hot lead. A stern press of L1 will cause Ice to somersault gracefully sideways, or coil herself into a bullet-spitting forward leap like *Max Payne*. The *really* impressive thing is that she never stops targeting, whether flipping on her haunches, lying down, or running backwards with her gun between her legs. The results are kinetic, precise and unerringly graceful. Even the running reload animation looks cool, with spent cartridges pinging messily onto the floor.

Aska relies on close range combat skills – running along the walls, flipping over foes and dispatching them with lethal strikes of her hook or flashing blade. The dynamic feels less explosive, but equally visceral, creating a welcome balance of gameplay styles.

Cy Girls might lack the pacing of a truly exceptional game, but at least the staccato rhythm and iconic gunplay lifts it above standard third-person action adventure fare. On the strength of Ice's section alone we're warming to the prospect of finished code. PSM

Cy Girls is nearing completion and hopefully there should be no delays to stop it being released in April 2004.

ETA April 2004

DAN D'S OPINION...

LIVE AND DIRECT FROM AROUND THE GLOBE

The day after deadline, Dan D unwinds with shiny preview code and a clutch of twin-fisted pistols. Perfect.

■ **NAME** Daniel Dawkins ■ **DATE** 15/12/03 ■ **LOCATION** PSM2 Office

"No, it doesn't use the *Metal Gear Solid 2* engine and apart from fleeting cosmetic similarities the gameplay is miles apart. Ironically, the only time the game really creaks is during the token stealth section where Ice is taken prisoner and stripped of her weapons. You're forced to tip-toe around cluelessly with a vague objective to 'find a gun', without the ability to kick or throw and blissfully unaware of when guards will and won't see you. Stripped of rules, the game generates into farce, with you running around Benny Hill-style chased by hordes of brainless security guards with ineffective pop guns.

Where the action really takes off is when you're spinning between terrain, leaping and targeting with seamless grace. The lock-on system is satisfyingly swift, eliciting a comparable – if less physically taxing – level of solidity and excitement to Activision's woefully ignored *Gungrave*. Sure, the puzzles are transparent hurdles in spurious busywork, as opposed to a cerebral test, but there's something about the novelty of controlling a cleaning robot that *almost* atones. I'm not afraid to say I quite like this, flawed or not, because an intriguing – if scabrous – affair is infinitely preferable to another 'realistic' FPS clone or unimaginative film licence."

MY BEST BIT...

■ The office shoot out, with Ice ducking behind desks, spinning between bullets and poking her twin-handed shooters over natural cover with unnerving accuracy.

MY WORST BIT...

■ Revisiting tedious shiny corridor after tedious shiny corridor in search of the one item you need – a blue or yellow or red key, server, or object. Aaaargh! The trudgery!

ORIGINALITY	★★★
CONTROLS	★★★
PRESENTATION	★★★★

NET US PLAY: The keypad combo is displayed on the top right – look...

LONG AND WINDING ROAD: Currently there are forest and desert races, but snow tracks will be included.

■ **DEVELOPER** SCi ■ **PUBLISHER** SCi ■ **GAME TYPE** Rally driving simulation

RICHARD BURNS RALLY

"As difficult as driving a real rally car along a cliff edge at 100mph"

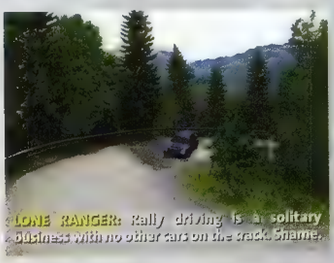
ANTICIPATED FEATURES
- Weather changes mid-race and affects the state of the track.
- Super-fine track detail, such as potholes that'll throw you off your line.
- AI opponents with different personalities and driving styles.
- Spectators that run for cover and help roll your car back upright.

WHERE IT'S AT...
- The code we're playing looks great but some niggly collision detection and freaky crashes need fixing.

Colin McRae and *WRC* sucks! That's the message that SCi are shouting from the bleakest, windswept Welsh hillsides via their first foray down the well-travelled road to rally-dom. It's big, it's hard, but does it have the goods to go? Y'know? Yo, ho, go wit da flow?

So... they took a long hard look at *Colin* and deduced that the former king of the dirt has been getting soft in his old age: physics tweaked to feel less like driving and more like a driving *game*. Graphics that look bright and shiny instead of wet and *wild*. Courses that you could get a bus down instead of feeling like you're trying to park a Subaru in a *gnat's arse crack*. Y'know?

The result is 'The Burns' – a game that looks real, plays real and at present is about as difficult as driving a real rally car along a cliff edge at 100mph. ie, really bastard nails.


LONE RANGER: Rally driving is a solitary business with no other cars on the track. Shame.

Blame the physics engine. Rather than anchoring the car to the track about a single point, this monster balances the weight of the motor on all four wheels. The result is total flippetty carnage should you clip a bit of track-side scenery. OK, take it easy, step on the gas... watch out for the... WATCH OUT FOR THE ROCK! (minor tap of a rock) HOLY MOLY! (multi-stage spinage before parking upside down in a ditch).

We're told that the crashes need a little work but – hey – they look good to us. And the way the car starts to feel *lighter* and less likely to make that sharp right-hander looming out of nowhere is enough to scare you into driving like Miss Daisy. Good job spectators will help you roll your car back over and Mr Burn's co-driver, Robert Reid, is on hand to keep you – literally – on the right track. **PSM**

Expect a full review in an issue or two, slippage permitting.

DIRT RUSSELL: The draw distance is amazing, with detail stretching to the horizon.

TREES LOVER: If you screw your eyes up this pic looks like a photo. Try it. Spark.

GLOVE BUSH: Can you tell which is real and which isn't? Except that we've just told you. Ah...

KEEPING IT REAL!

Checkety check this out. The dev team are *all* about the bushes. With the goal of making '*Burns* the most realistic rally game ever they've modelled dense foliage and countless rock formations for you to hurtle through. What's more, they've managed to slide this little lot past the car with surprising smoothness.

ETA March 2004

DAN G'S OPINION...

LIVE AND DIRECT FROM AROUND THE GLOBE

PSM2's resident vehicular expert dons leathers and bonce-protecting hard hat...

■ **NAME** Daniel Griffiths ■ **DATE** 10/12/03
■ **LOCATION** PSM2 Office, Bath

"After the so-called eye-searing realism of *Gran Turismo* and *Colin McRae* the muted tones and washed out colours of *Richard Burns* are surprising. But the more you look the more detail you see and the more you appreciate the developer's desire to make something different rather than another 'me too' rally racer.

I love a bit of realism, but you can take things too far and the narrow tracks and violent car physics currently makes playing '*Burns* a real bitch. How about they soften the 'realism' and let the car stay on the track a bit more often?

At least it looks and feels different to *McRae* and that's got to be a good thing."

MY BEST BIT...
■ The track-side ditches and potholes. There's never been terrain detail like it.

MY WORST BIT...
■ The unforgiving handling and collisions. You'll need hours of practice to master this.

ORIGINALITY ★★★
HANDLING ★★
PRESENTATION ★★★

Nintendo

I HOPE AUNTIE KEPT THE RECEIPT.

SO I CAN GET MY HANDS ON THESE.

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PLAYER'S CHOICE

NINTENDO GAMECUBE™

FI

SF'S GREATEST MOVES - 1

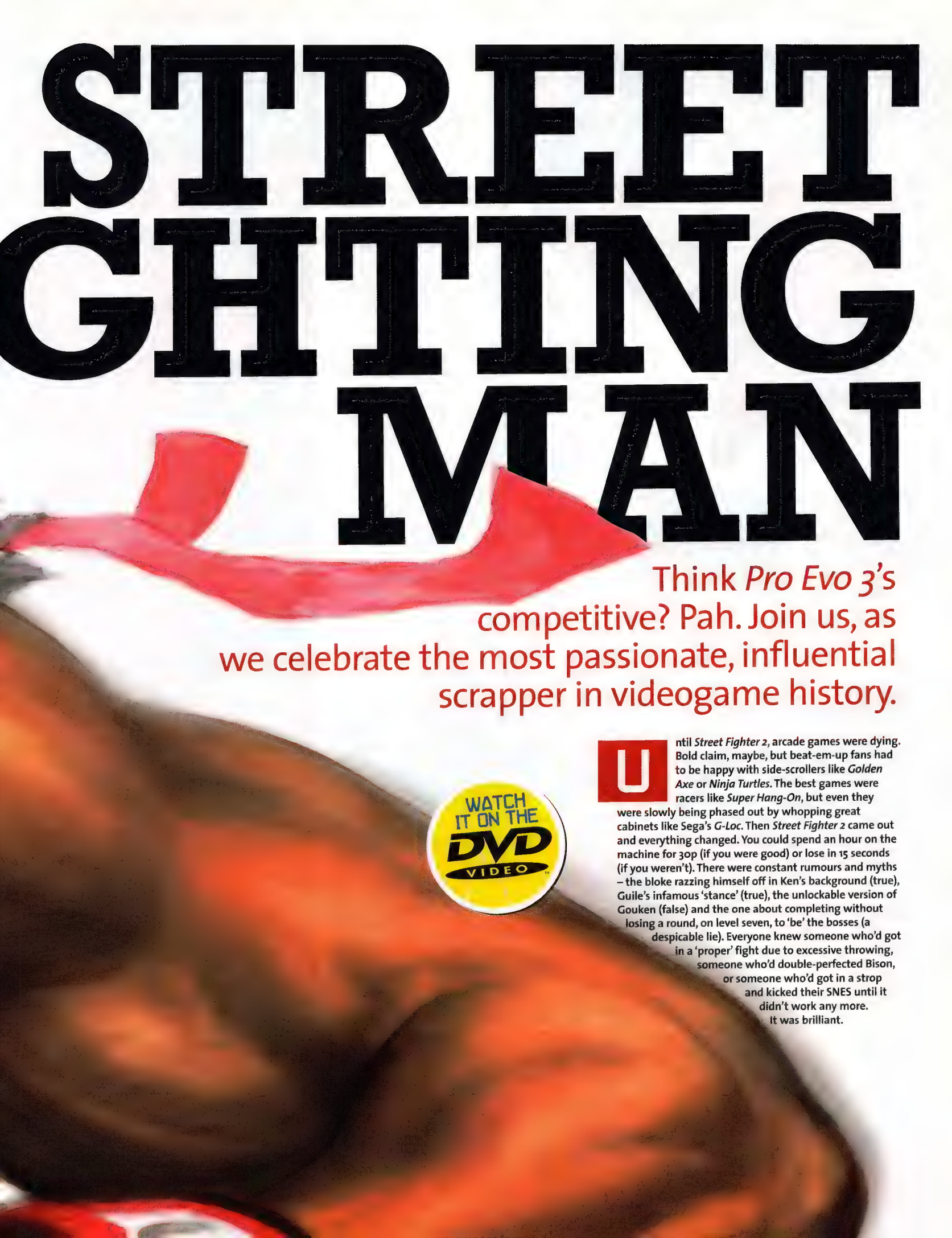
THE DRAGON PUNCH

The daddy – in early versions it went through everything, knocked people out of the sky and formed part of the game's sweetest combos. Capcom toned its invulnerability down slightly for *Super Street Fighter 2*, but nobody cared, because Ken finally had a triple-hit flaming version. If you couldn't do this, you didn't belong in an arcade.

↓, ↘, →, ⊗

STREET GHTING MAN

Think *Pro Evo 3*'s competitive? Pah. Join us, as we celebrate the most passionate, influential scrapper in videogame history.



Until *Street Fighter 2*, arcade games were dying. Bold claim, maybe, but beat-em-up fans had to be happy with side-scrollers like *Golden Axe* or *Ninja Turtles*. The best games were racers like *Super Hang-On*, but even they were slowly being phased out by whopping great cabinets like Sega's *G-Loc*. Then *Street Fighter 2* came out and everything changed. You could spend an hour on the machine for 30p (if you were good) or lose in 15 seconds (if you weren't). There were constant rumours and myths – the bloke razzing himself off in Ken's background (true), Guile's infamous 'stance' (true), the unlockable version of Gouken (false) and the one about completing without losing a round, on level seven, to 'be' the bosses (a despicable lie). Everyone knew someone who'd got in a 'proper' fight due to excessive throwing, someone who'd double-perfected Bison, or someone who'd got in a strop and kicked their SNES until it didn't work any more. It was brilliant.

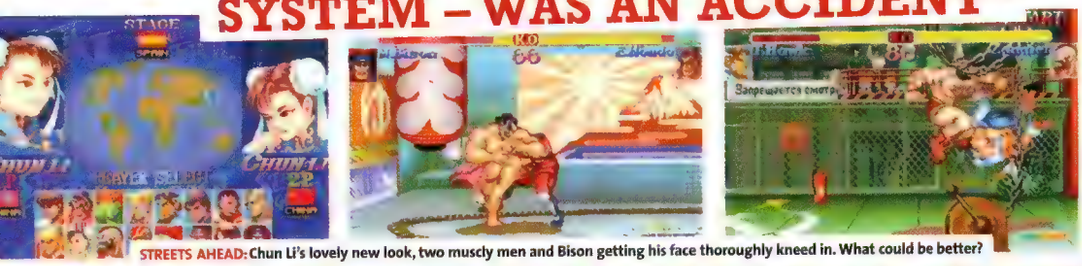
SF'S GREATEST MOVES - 1
THE PSYCHO CRUSHER
Bison's diving electric attack caused loads of damage even if you blocked it – and then he'd go for a throw. Annoying arcade scrappers used it mercilessly against newbies, but if you could counter it with a perfectly-timed Dragon Punch you'd be the arcade hero. Brilliant.

It all started in 1987. Capcom released the original *Street Fighter* in two formats – one with the traditional six-button setup, and one with two giant rubber pads that you could thwack to determine the ferocity of your punch. Not very precise, but neither were the other controls – specials were almost impossible, the animation was jerky and combos were unheard of.

By 1991, though, all that had changed. Capcom asked Yoshiki Okamo, the producer of *Final Fight*, to produce a fighting game using the same revolutionary arcade chipset and some of the best artists in the industry. They produced a game that looked brilliant, but the biggest coup for *Street Fighter* – the combo system – was an accident. Certain moves could be interrupted by specials, but that was just an oversight on the part of the programmers. After countless letters praising the system, Capcom enhanced it for subsequent updates, eventually honing it into the super-heavy shape seen in *Capcom Vs SNK2*.

These days, the *Street Fighter* name's been slightly diluted by countless updates, tons of ropey tat and most of the *3D EX* series. Arcades are dying again, and *Capcom Fighting All-Stars* has been cancelled. But in honour of a time when Bison made Dan jump down his own stairs and Joel once cried at Ryu's ending, feast your eyes on a mammoth tribute to Capcom's best ever game. Are you man enough to fight with us?

"THE BIGGEST COUP FOR STREET FIGHTER – THE COMBO SYSTEM – WAS AN ACCIDENT"



STREETS AHEAD: Chun Li's lovely new look, two muscly men and Bison getting his face thoroughly kneed in. What could be better?

YOU MUST DEFEAT SHENG LONG TO STAND A CHANCE!

Or Street Fighter – the games.

STREET FIGHTER

The original, where the controls were so imprecise that most players thought special moves were a myth. The dragon punch was impossible to block, three fireballs would kill your opponent outright and the animation was terrible. Apart from Ryu, Ken and Sagat, non-playable characters Gen, Adon and Birdie turned up later in the Alpha series.

STREET FIGHTER 2: THE WORLD WARRIOR

The originator of the combo system with classic two-blokes-scrapping intro screen, where Guile was the hardest bloke in the entire world. Nuff said.

STREET FIGHTER 2: CHAMPION EDITION

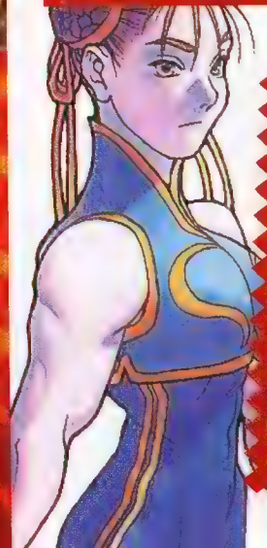
The first installment where two players could fight as the same character. It also toned down Guile and – crucially – let you 'be' the bosses. Other minor innovations included fights taking place at different times of day and slightly improved player faces.

STREET FIGHTER 2: TURBO HYPER FIGHTING

A much more balanced instalment, introducing Dhalsim's teleport, Blanka's Vertical Roll, and Honda's Sumo Splash – although there wasn't actually any new animation. It was partly a response to ROM hackers who'd already released versions with aerial special moves, and Chun Li fireballs and it's still the definitive SNES version – remember the cheat that let you ramp the turbo level up to an impossibly fast eight stars? On the bright side, Ryu's light blue Pyjamas were boss.

SUPER STREET FIGHTER 2: THE NEW CHALLENGERS

Everybody was waiting for *Street Fighter 3* and Capcom released this – a stopgap version with four new characters. *New Challengers* also marked the first inclusion of the super special moves that're now a mainstay of the series, as well as 'officially' acknowledging the combo system on-screen and putting cute little grim reapers in place of stars on the dizzies. Best of all was the inclusion of Akuma, the ultimate badass who'd pop up and fight you if you got enough super-finishes. There was a really complicated cheat to unlock him as a playable character in arcades, which made you nearly unstoppable.



SF'S GREATEST MOVES - 2
SPINNING BIRD KICK
Chun Li's gravity-flummoxing upside down twirl wasn't actually that good, but it's the one everybody remembers. Mainly because it gave you a flash of her pants. Replaced with an overhead-hitting version in *Alpha*.

HERE COMES A NEW CHALLENGER!

SAGAT

Like a taller Ryu or Ken, Sagat was happy to spend the entire match doing fireballs at varying heights until you jumped over one and kicked him in the face. He was the boss in the original *Street Fighter*, but even shouting 'Tiger!' every time he did a move wasn't enough to stop Ryu Dragon-Punching his chest with an enormous scar.

M.BISON

Ruler of miniature island Shadowloo, snappy dresser and ferocious cheat, M. Bison was the character that made you want to kick your SNES down the stairs in a fit of rage. On level seven he'd teleport behind you mercilessly until you were dead, even though he was one of the worst characters to play as.

DEEJAY

The only character to be designed by one of Capcom's US team, Deejay's a musician who fights for the rhythm. He's a sort of kickboxing Guile ripoff, and he plays the saxophone when he wins. Man.

DHALSIM

Before Geri Halliwell ruined it for everyone, Dhalsim brought a generation of children up to believe that yoga was all about a) having stretchy legs and b) breathing fire. Capcom attributed it to his love of curry, but they didn't even bother trying to explain how he learnt to teleport for *Turbo Edition*. Those skulls belonged to children he couldn't save from [illegible].

FEI LONG

The name means 'flying dragon', but the character's clearly Bruce Lee, right down to the 'Wool' accompanying all of his moves. Nerdy trivia: the ending showed a director desperate to get Fei's 'Four hit rediizzy combo' on film, but he didn't actually do one.

E. HONDA

Eattie Honda was a newbie favourite, mainly because you could trap the other player in the corner and Hundred-Hand Slap them until they cried. The Sumo Hug grab made him massively annoying, but he still wasn't any good until *Turbo Edition* gave him the Sumo Splash.

T.HAWK

The T stood for Thunder, but the Hawker was just a leather-spangled Zangief clone – the least good of the new characters. He turns up very briefly in the animated movie getting his ass kicked by Ken, in case you're wondering.

GUILE

Harder than God until the release of *Turbo* edition, Guile also came with the biggest array of bugs – if you 'buffered' a somersault kick into a sonic boom, for instance, he'd freeze on one leg and the computer character couldn't hit him. Incidentally, he was Ken's brother-in-law – his wife Julie was Eliza's sister.

BALROG

Known as M.Bison in Japan but changed for other versions to avoid getting sued by Mike Tyson – who he looked uncannily like in some versions. As a boss, he was the perfect example of how the computer cheated by not 'charging' special moves properly – but it didn't matter, because they all consisted of running straight forward and punching.

VEGA

Foppish bullfighting chump with stupid trousers. Vega's trademark was leaping onto the scenery, which was sort of scary until you realised all you had to do was wait until he jumped off, then Dragon Punch/Flash Kick his pretty-boy face off. The wall-climb seemed a bit unsporting, but 31 hits (blocked or not) knocked it off him and then he never stood a chance.

CAMMY

The only English character – a stick-thin special forces operative with two rubbish kick moves and a slap that went through fireballs. Played by Kylie in the film, which never touched on the game's suggestion that she was Bison's ex-girlfriend.

BLANKA

Raised by eels in the Brazilian rainforest. It wasn't ever very clear why Blanka was green – but that hardly mattered. He had the best winning pose in the game ('Aroo! Aroo!') and if you finished it, you found out that his bracelet 'proved' he was a little lad called Jimmy, lost years before in a plane crash. His mum turned up for the tournament, too? Awww.

KEN MASTERS

The blonde one. Rich American playboy who liked girls, Ferraris and parties more than training, but – inexplicably – managed to be exactly as good as Ryu, except with a two-hit Dragon Punch and a faster Hurricane Kick. There was *some* justice, though – he always ends up getting brainwashed by Bison in the anime versions. Incidentally, his name means 'fist', not 'sword'. Dan D's pick.

RYU

The purist. Ryu lived for a good scrap and never hung around for the victory celebrations – the battle was everything. Ken's longer range Dragon Punch made him the extrovert's favourite, but Ryu was the pro's choice – a faster fireball and one-hit knockdown Hurricane gave him the edge. Jon's pick.

CHUN LI

The strongest woman in the world was out to avenge her dad and according to the semi-official Capcom chronology she actually won the tournament. In *Turbo* edition she got a rubbish fireball (a blue version of Dhalsim's yoga flame) but in the *New Challengers* she finally got a new fireball. Supinings sumo kick!

ZANGIEF

Bear-wrestling commie Zangief stole wrestling mayor Mike Haggar's Spinning Clothesline – but the impossible-to-pull-off Spinning Piledriver was all his own. If you believe certain Capcom insiders, Zangief's also *Street Fighter*'s only gay character.

©Kobal

ATTACK ME IF YOU DARE – I WILL CRUSH YOU!

Or Street Fighter – the spin-offs.

STREET FIGHTER: THE MOVIE

You have to be a spectacular dumbass to ruin a film about 16 people beating each other up, but Steven De Souza managed it by simply making sure half the characters never had a fight. Dhalsim was a scientist, Deejay and Zangief were henchmen, Chun Li was a sassy journalist and E.Honda was her Hawaiian cameraman. Blanka *might* have been a ferocious killing machine but he spent the entire film in a glass tube. Jean Claude Van Guile shot more people than he punched and Kylie occasionally went 'Thrust kick!' Ryu and Ken? They were con men. *Con men*. There was a digitised game based on this, but it was also bad.

STREET FIGHTER 2010

23 years on from the first *Street Fighter* tournament, Ken's somehow become a genetic scientist working on a formula for superhuman strength known as Cyboplasm. Inevitably, his lab gets broken into, and he has to get his research back the only way he knows how – hitting people. Well, that and jumping through 19 excruciating levels of platforming developed because Capcom couldn't convert the real *Street Fighter* to the NES.

STREET FIGHTER KIDS

This was actually a hoax perpetrated by now-dead Hong Kong website Game Zero. A Capcom employee posted a single screenshot of super-deformed characters scrapping and everyone believed him. Capcom *did* eventually make *Pocket Fighter* and *Super Puzzle Fighter 2*, though.

STREET FIGHTER: THE ANIMATED MOVIE

Starting with the most exciting anime intro ever, this had everything you'd want from a *Street Fighter* flick – including Chun Li getting her animated bedoobies out in the shower then beating the crap out of Vega, and M.Bison fighting Ryu and Ken together. A stupid false ending (Bison reappeared driving a truck) paved the way for *Street Fighter Alpha* and an animated series featuring teenage versions of Ryu and Ken, but they weren't as good.

"YOU COULD SPEND AN HOUR ON THE MACHINE FOR 30P OR LOSE IN 15 SECONDS"

SF'S GREATEST MOVES – 4

THE SONIC BOOM

With the single most recognisable noise in early nineties arcades (ha-do-ken came a close second), Guile formed a moving wall of air by – wait for it – moving his arms at the speed of sound. Zero recovery time means you could follow it in for a throw or backfist, which caused more real-life fights than any other cheap move in the game.

I'LL BE BACK: The sonic boom changed colour for *SSF2*. Sacrilege!

IT'S GREATEST MOVES – 3

ELECTRIC THUNDER

Thanks to being raised by electric eels, arooga-ing green manchild Blanka was able to channel all the electricity in his body into one 10,000 volt blast. Cue 'comedy' X-rayed victim and legions of rubbish players doing it every time you jumped at them. Gnah.

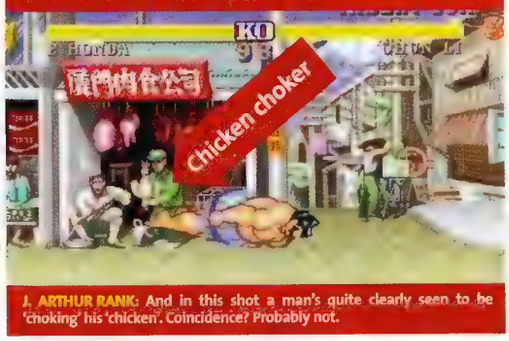
BASHING THE BISON!

Or Street Fighter – the self abuse.

In the same way as the Little Mermaid's poster originally featured an – ahem – old chap, *Street Fighter* was stuffed with semi-visible filth. Look...

BARCLAY'S BANK: In this pic one of Guile's air force chums is quite clearly getting a cheeky plum tweek from a lady friend. Life in the military, eh?

SHERMAN TANK: In Ken's original stage, a man clearly makes the universally acknowledged 'wanker' sign – but by *SSF2*, he's been replaced.



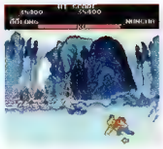
J. ARTHUR RANK: And in this shot a man's quite clearly seen to be 'choking' his 'chicken'. Coincidence? Probably not.

SAY YOU, SAY LI: Old Chunners takes on new Chunners – the version with the rubbish fireball's on the right.

INFLUENCES AND IMITATORS

KARATE CHAMP

One of two games studied by the original *Street Fighter* team, *Karate Champ* made you use two joysticks together – thank crikey they didn't copy that, eh? It also had brick-smashing and bull-punching bonus stages – forerunners of the car-trashing sections used in *Final Fight* and *World Warrior*.



YIE AR KUNG FU

The other game Capcom looked at was this classic, with originally-named characters like 'Sword', 'Nunchaku' and 'Fan' in a fairly playable – but super-tough – beat-em-up. By the way, fat lad Buchu's diving attack is almost *identical* to Honda's Sumo Headbutt. Coincidence? Hmm?

FINAL FIGHT

Yoshiki Okatomo's classic side-scroller was originally intended to be titled *Street Fighter 2* and cheeky references to it abound in the *Street Fighter* series. Guy, Cody, Sodom and Rolento all featured in the *Alpha* series, with mayor Mike Haggar, Poison, Hugo and countless other minor characters popping up in one of the backdrops for part three.

KING OF FIGHTERS

In 1991 SNK debuted *Fatal Fury* – which was instantly derided as a *Street Fighter* wannabe – and *Art Of Fighting* – which later inspired Capcom to put pink-pyjamaed pretender Dan in *Alpha 2*. Still, that didn't discourage SNK from combining the best characters from both games into *King Of Fighters*, the team-based scrapper which eventually led to the mighty *Capcom Vs SNK 2*.

MORTAL KOMBAT

Back when everyone thought digitised graphics were the future, *Mortal Kombat* was a serious contender to the *Street Fighter* crown. Part two, released at the same time as *Super Street Fighter 2 Turbo*, actually beat it to the top of the sales charts, paving the way for copycat finishing moves and hordes of 'secret' characters.

VIRTUA FIGHTER

In 1993 3D looked like a gimmick and Akira looked like a Lego-faced clone of Ryu, but *Virtua Fighter was* the future. Sega's AM2 development team borrowed liberally from the *Street Fighter* combo system, added in some juggles and paved the way for Namco's glorious scrapper *Tekken*.

REMEMBER CHARLIE?

Ah, those endings. Zangief danced with Gorbachev, Chun Li went back to being a young single girl, Ken got married to Eliza and Ryu wandered off seeking the next challenge – but Guile's was the real gem. He was all set to kill Bison for what he'd done to Charlie in Cambodia (shot him from a helicopter, as it turned out in *Street Fighter Alpha 2*) – when his wife and daughter Jenny turned up, *in Thailand*, to ask him to come home. Guile kept his ridiculous haircut, but settled down and there wasn't a dry eye in the arcade. Incidentally, completing the game without losing a round got you, um, some pictures of the programmers – setting an early precedent for today's reward system.

ZONE OF ENDERS: Hugging, dancing, scenic walks and crying – who says beat-'em-up players aren't the most delicate flowers of all?

AND FINALLY...

Yes, there *is* a point to all this. Capcom are bringing out a new game, featuring every iteration of every character, well, *ever*. Who'll win – original Ryu with his massive damage, or Hyper Ryu with his Shinkuu-Hadoken and Aerial Hurricane? Will we be able to cope with not playing it on a whopping great arcade stick or SNES pad? Will we remember all the combos? Will it actually look any good next to *Tekken 4* and *Soul Calibur 2*? Aren't 2D games sort of old hat? Well, the last one's sacrilege, but you'll find the answers to the rest right here, next issue.

LADY RAVE
The developers started out with a more butch, more action-hero version of Vaan, but his personality was softened to match the target 'demographic' of the series – go figure. This lead to Vaan being made even *more* effeminate, until the casting of actor Kohei Takeda (see Developy Pit Stop) roughened things up again after a frenetic performance in the motion capture studio.
FRUITFUL FREAK
Wondering why Vaan's got a piece of space veg in his hands? It's called a Star Fruit and is the Granny Smith of the world of Ivalice. Interestingly, the Carambola (aka Earth's Star Fruit) originates in Asia which hints at a possible crossover between this fantastical world and our own – acts as the trigger point for *Final Fantasy Tactics Advance*.

FINAL FANTASY 12

It's the flirty dozen as Square Enix unveil the latest member of their magical RPG series in Tokyo. PSM2 was there, along with 100s of dedicated fans who had queued for hours on the chilly streets for a glimpse of their one true love...

Why the 'flirty dozen'? Anyone who has played at least one title out of the series will know that this is exactly what Square are all about. The tease, then half reveal, the provision of enough secrets to make those tedious hours of leveling up slightly more adventurous. Just look at the kind of emotional unions we've seen among the characters over the past 14 years for proof.

Hideo Minabe, the art director of *FF12*, has already gone on record to say the relationship between the new hero and heroine (more on them later) "may not be as obvious in terms of love". Then there was the 120 hour plot arc of *FF10* and *10-2* just to find out if Tidus and Yuna eventually copped off together. One hundred and twenty hours! That's long enough to meet, fall for each other and get married in Vegas in real life. Then there was Zidane and Dagger (aka Sarah) in *FF9*, Squall and Rinoa in *FF8* and the less said about what happened between Cloud and Aeris in *FF7* the better. Unrequited love throughout. And the reason behind this is...? Square knowing where the true passion lies - between themselves and the devoted who set aside a good proportion of their lives to play their games.

Here's how the courtship begins.

BATTLE GRID: The battles of every *FF* game are the repetitive random battles. Square has promised the new combat system will 'surprise' us, so perhaps this'll finally be the end of them.

SAND TRAP: This area of the world map arrives with palm trees and a need for some factor 2000 sun block.

DEVELOPY PIT STOP

Returning from shamed pseudo exile after the relative commercial flop of Final Fantasy: The Spirits Within, Hironobu Sakaguchi appeared in a consultation capacity to head up the ranks of the development select that have been chosen to create *FF12*. Alongside the series' creator was Yasumi Matsuno (*FF Tactics Advance*) in the role of producer/director. Next came Akihiko Yoshida (*FF Tactics Advance*) in charge of character design along with art director Hideo Minaba (*FF6*, *9* and *Tactics*). The actor Kohei Takeda, who gives the voice and physicality to Vaan, then took the stage. While his dulcet tones – that have only previously graced a pulp Japanese sci-fi serial called Super Star God Granseizar – will be lost in translation, his motion captured moves will be locked down for posterity.

HIRONOBU SAKAGUCHI: The team have promised something special for the ending theme of *FF12*. Kazoos? *Spoons*? We'll see...

SEDUCTION PUMP

First, release some stunning artwork that makes you realise all over again that Square are one of the few creative forces in videogames that truly have style. We're not talking about style in any kind of catwalk sense – Christ, you just have to look at the designers' preoccupation with odd-legged pantaloons to realise that. No, we're talking the creative depth to come up with yet another world we're willing to completely buy into. A magical location, this time filled with the sweeping curves of airships crowding the skies and the highly ornate armour of charging Chocobo knights. It's enough to make you think that you're looking at some moving piece of art rather than preparing to play the 12th edition of a game. But, breathtaking looks can only sustain the interest for so long. What we really want, right about now, are the facts – just enough to ensure we're up for a second date at least.

WIDESCREEN & GIL...

FF12 is set in the world of Ivalice which will, no doubt, be familiar territory for anyone who has played *FF Tactics Advance* on GBA. The interesting turn of events that comes with this choice of location is the imposing presence of the Judges – scroll your eyes over to the all new title screen and you'll see what we're on about. Previously, they were little more than adjudicators for your micro battles – a steel-clad referee, if you like. Here they're something much more malevolent altogether. Working for the Arcadia Empire, they're the elite troops in a battle against the neighboring continent of Ordalia where the Rozaria Imperium lies. Caught in the middle of this global conflict is the Kingdom of Dalmaska, where the 'oh so very attractive' hero and heroine make their entrance – see what Square are doing there? Youth AND beauty? We've hardly got passed the introductions and already they're toying with us like some cheap harlot.

ASHE CRISIS

The middle sequence of the brief trailer seen at the Tokyo event shows Ashe involved in some kind of huge, stately procession. The pomp and circumstance of the ceremony, plus her dress and facial expression, indicates that she doesn't seemed too pissed off about the prospect of tying the knot – a far cry then from the forced union between Yuna and Seymore that happened in *FF10*.

"SQUARE ARE ONE OF THE FEW CREATIVE FORCES IN GAMES THAT TRULY HAVE STYLE"

RESISTOR SLUDGE

First up, Ashe (19). The rightful heir to the throne of Dalmaska. She's in the process of organising a resistance movement against the Arcadian occupying forces and, while she *is* something of a reluctant savior, her sense of duty won't let her run from a responsibility to the people.

Vaan (17), on the other hand, is a common thief – albeit one in the jazziest trousers this side of Billy Connolly's dyed mirkin. Despite hating the Empire for killing his family, he's pretty much out for himself, pursuing his dream of becoming a sky pirate and cruising away to a life of high (ahem) adventure. It's wasn't stated at the event how these two run into each other, only that their union is the trigger that will change their world.

What else do we know on the character front for ►

PIRATES IN MEN'S PANTS

As we went to press new details emerged about yet another central character in the game's line up. Alongside bunnygirl Fran, sky swashbuckler Balfree arrives as an incentive to get Vaan airborne. He's the leader of a rag-tag bunch of sky pirates who favours a good revolver over cold steel or hocus-pocus incantations. Gameplay wise, we've also discovered that the map world will be huge and that there'll be multiple characters visible on the map at once.

FINAL FANTASY

Platform: PSone/NES
Release: 1989 (NES)/2003 (PSone)
In A Nutshell: A routine princess rescue mission quickly turns into an eternal struggle against Chaos itself. Time travel and an unending pit full of boss battles fills the time before the credits.
PSM2 Rating: A
Visually dated, but the game that kicked the whole party off and saved Square from bankruptcy.

FINAL FANTASY 2

Platform: SNES/NES
Release: 1988
In A Nutshell: A diabolic outing for the party this time. A search for a champion called Leonheart soon turns into a day trip to hell. Asteroth, The Emperor and even Satan himself all get a kicking.
PSM2 Rating: B+
The introduction of the Active Time Battle system and quadrillions of secrets made this a gem sequel.

FINAL FANTASY 3

Platform: SNES/NES
Release: 1990
In A Nutshell: Four youths fall down a hole and become embroiled in a battle between the Light Warriors and the forces of THE CLOUD OF DARKNESS. Heroic breezes radically improve outlook.
PSM2 Rating: B
A gripping plot can't pull this back from its weak second half and plodding character development,

FINAL FANTASY 4

Platform: PSone/SNES
Release: 1991 (SNES)/1997 (PSone)
In A Nutshell: Returning war hero has pang of conscience and gets kicked out of Red Wing air corp. Heads to surface of moon in an attempt to get his job back, oh and rid the world of evil too.
PSM2 Rating: B
Limited characters, variable graphics and linear gameplay all added up to a series low point.

FINAL FANTASY 5

Platform: PSone/SNES
Release: 1992 (SNES)/1998 (PSone)
In A Nutshell: Meteors are falling from the sky! One contains a mysterious woman who heralds the arrival of three more that hold the key for getting supreme evil, Exdeath, back in his box.
PSM2 Rating: C
Scarcity outside Japan and no real sense of visual improvement over *FF4* left this one languishing.

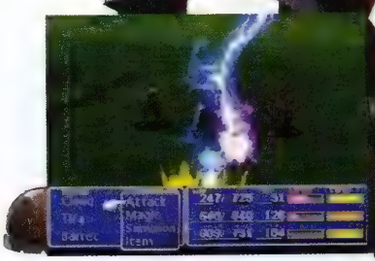
FINAL FANTASY 6

Platform: PSone/SNES
Release: 1999
In A Nutshell: The destructive power of magic is gone. One mentalist called Kefka wants it back. Cue gang of warriors on a mission to nail him and stop his misuse of the Espers.
PSM2 Rating: B+
Beautiful and tight with the inclusion of FMV in the PSone re-release. Essential for *FF* fanatics.

FF12
THE FLIRTY DOZEN

FINAL FANTASY 7

Platform: PSone
Release: 1997
In A Nutshell: Amnesiac boy seeks memory, runs into pure evil and a meteor-towing psychotic outer god. Descends into crater and carves up mutant to re-establish order.
PSM2 Rating: A++
Genius. From mini games galore to Chocobo racing and breeding, this is still – in many ways – the benchmark.



FINAL FANTASY 9

Platform: PSone
Release: 2001
In A Nutshell: Monkey-like hero boy, goes to kidnap princess only to find she's up for running from loon mother. World unravels leading to ultimate showdown with Mr Necron.
PSM2 Rating: A–
After the dip of *FF8* this game's back-to-basics approach revived interest.

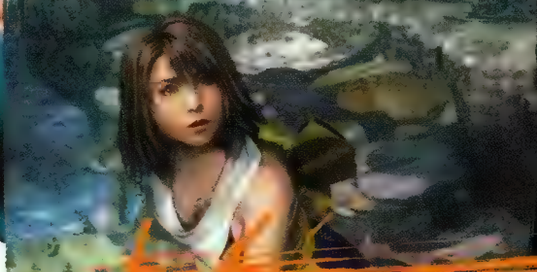
MINE THRIVES: The swing back to cuttingly-cute from the over-pouty seriousness of *FF8* gave the hardcore the lift they needed.

FINAL FANTASY 8

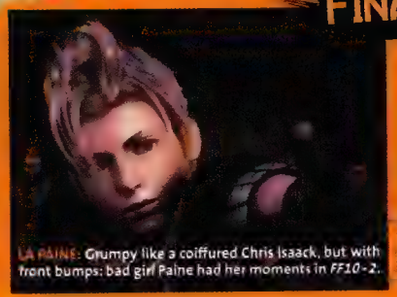
Platform: PSone
Release: 2000
In A Nutshell: The Balamb Garden school for steampunk secret agents goes through a series of scandals and ends up in the middle of an apocalyptic war zone.
PSM2 Rating: C+
FF7 proved a very hard act to follow and the very hasty arrival of the Aeons stunted the love.

FINAL FANTASY 10

Platform: PS2
Release: 2002
In A Nutshell: Fictional boy crosses over into real world in search of dad. Dad turns out to be a whale. Boy creates wandering tribe and knobbles father.
PSM2 Rating: A+
Despite initial worries about loading times, this proved to be heart-wrenchingly brilliant.



FINAL FANTASY 10-2



LA PAINE: Grumpy like a coiffured Chris Isaack, but with front bumps: bad girl Paine had her moments in *FF10-2*.

Platform: PS2
Release: 2004
In A Nutshell: Girl who previously lost boy gets into the mother of all video archives and attempts to find him again. Evil clone has different ideas.
PSM2 Rating: A–
The brevity and the mission structure means this really isn't a full-blown *Final Fantasy* game.

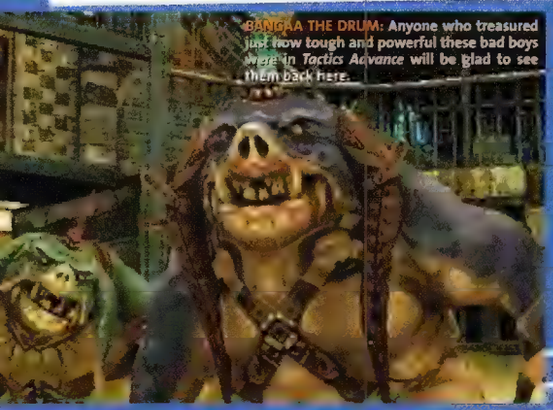
BUMP BISCUIT: A sky full of airships. Sweeeeet. They're the central focus of transport technology in the world, plus when there are airships there's 'The Cid'.

...in action with her bow (see Screen Machine). Fran appears to be a long eared member of the Viera race (kind of like an elf crossed with bugs bunny) and her presence on the in-game screens confirm that battles will, once again, involve three characters at a time. Then, this being Ivalice, the event's trailer (see Fantasy Footage Ball) showed passing shots of a Bangaa jailer within what looked like a prison, plus confirmation that the Chocobos will be back.

Series regulars like Cid and the Aeons will also return – who wants to bet Ifrit's the first out of the box – while the Moogles have received a darker make over. The game's Producer Director, Yasumi Matsuno, even made reference to them as being "scary". Scary like what? Does their solo antennae pick up nothing but Melody FM? (shiver) It's one of those time/telling/wait type things...

Away from naming the real world folk involved in the project (check out Develop Pit Stop) the other facts to emerge from the presentation focused mostly on the game's styling.

"THE ENTIRE WORLD CAN BE VIEWED IN BOTH FIRST AND THIRD-PERSON PERSPECTIVE"



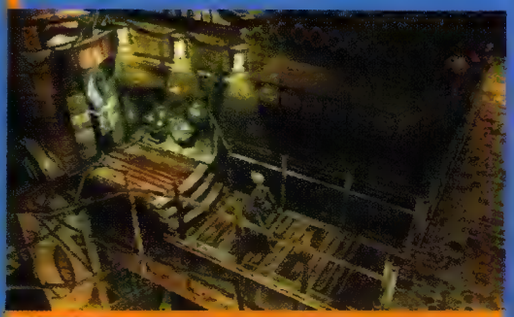
BANGAA THE DRUM: Anyone who treasured just how tough and powerful these bad boys were in *Tactics Advance* will be glad to see them back here.

MED CASE

The [illegible] promotional poster result from the fact that they're all made of earth. The influence behind this being very medieval and Mediterranean in origin. The team's lengthy R&D process took them to Turkey, but they've also mentioned India and the entire 1930's Art Deco movement as influences on the way the game and its architecture looks. But, the best element of the visual approach has to be the revelation that the entire world can be viewed in both first and third-person perspectives. As with *Kingdom Hearts*, though, we're reckoning that you won't be able to move around in a FPS manner. ►

SCREEN MACHINE

The screens we've encountered haven't kicked up the revelations we were hoping for. In fact, everything looks suspiciously similar to *FF10*. Dig a bit deeper, though, and you do find a few interesting pointers as to what we can expect from *FF12*'s brave new world.°



[illegible] Every exploration shot we've seen seems to point to the team merged into a single central figure, although there are three characters.

[illegible] The locations we've seen include: the megatropolis, a Killika-styled tropical island, a vine strewn forest and some ancient ruins.

[illegible] As with *FF10-2*, it looks like we'll get some kind of party class system that will let you balance your team by switching jobs.

[illegible] Traditional weapons are used by Vaan and Ashe, whereas new face, Balfree, opts for a big, fat hand cannon.

FANTASY FOOTAGE BALL

In addition to the juicy first screens, a teasing one minute trailer of the game was shown at the Tokyo promo. Just so you don't feel left out, here's a scene-by-scene flick book-styled preview with some choice elements hoisted up and rubbed in your eyes.

As with *Final Fantasy Tactics Advance*, the jailers are of the Bangaa race which means they're probably good at fighting, but crap at using magic.

A Judge appears and starts arguing with the Bangaa prison warder. Known now as the Knights of Terror, they play a key role in subjugating the people of Dalmaska.

FF12
THE FLIRTY DOZEN

ASHE COURSE

There's a focus on the power of swords in the game. Ashe is given a blade in the opening sequence of the trailer, but there's also cryptic reference to blades being some kind of memory aids. There are mythical tales of warriors writing the history of the blades onto them so that the generations who follow won't forget the things they achieved.

MAXIMUS OVERDRIVE

Another influence that you might pick up on from the images here is the styling and armour of the Roman Empire. It's all part of the Mediterranean feel, but is also something that ties nicely in with the whole 'world at war' concept of an expanding empire. Though, we think you'll agree that Ashe's micro mini is pure Japanese pop.

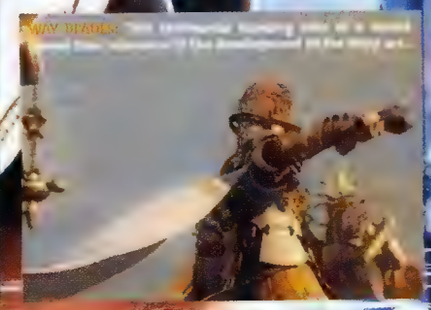
THAT WAS 10, THIS IS NOW

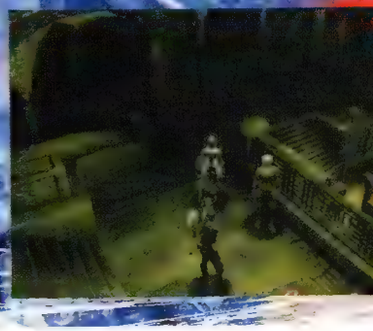
Sometimes they've treated us bad, stood us up, left our expectations in the gutter – *Driving Emotion Type-S*, *The Bouncer*, *Unlimited Saga*... As far as *Final Fantasy* goes, though, Square have proven themselves committed quality mongers. That was, right up until *FF11* happened. Or, more appropriately, didn't happen outside of Japan for over a year.

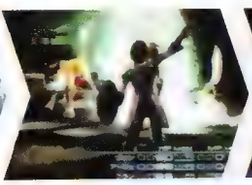
From the start the title that promised to turn *Final Fantasy* into a massively multiplayer online RPG was beset by problems. Lack of game and ethernet adaptor stock left many Japanese fans out in the cold. Then there was the server down times, the weird respawn points that left you miles from the nearest friendly face, the first ever software patch for a console game and the necessity of having to purchase Sony's costly hard drive unit (the HDD). As far as teething problems go this was like an abscess riddled elephant with gingivitis. Only with the release of the game on PC in the US have Square finally managed to achieve their initial target of 400,000 subscribers to the game – a figure that still leaves them massively short of recouping their £11.5m set up costs.

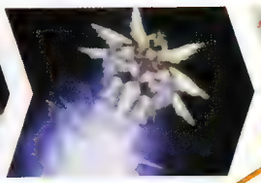
There is some good news for US PS2 owners with confirmation that the HDD and game will now be released in March as part of a $99 bundle. Closer to home, the continued absence of any news about a UK version of the HDD means we're only likely to see the game with the arrival of the PS3 at the start of 2005. When asked about the likelihood of online elements to *FF12*, Yasumi Matsuno replied "no".

Only PS3 specs, or confirmation of an HDD add-on will ensure we get to experience *FF11*'s Vana'diel.

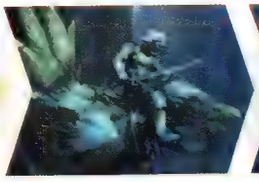




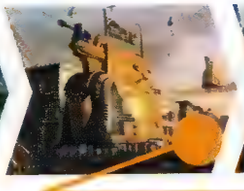


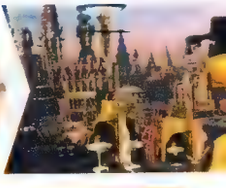


Here we get a brief glimpse of a summons being performed. The multi-winged Aeon that materialises looks very much like a version of Shiva to us.



We've seen a similar Chocobo charging scene in *FF10* during Operation Mi'ihen. However, this is man against man rather than man vs. wallowing sea creature.



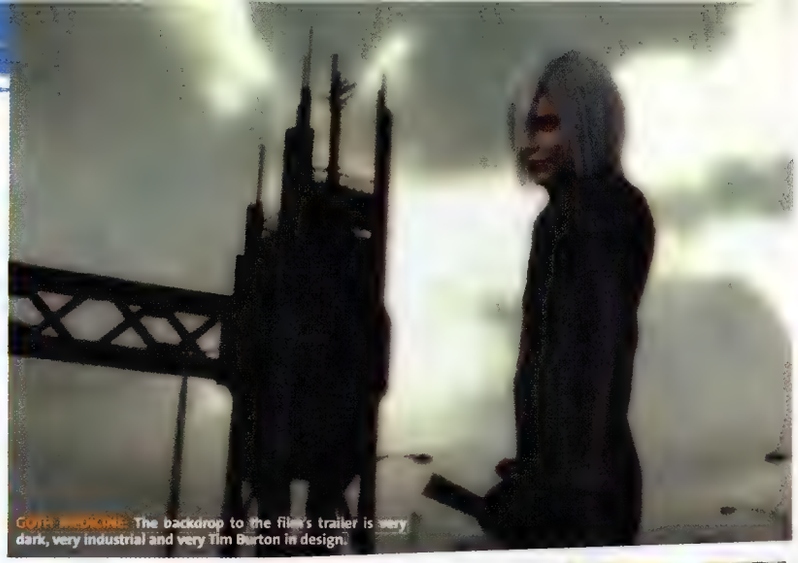


This air gunship looks like the Trade Federation 'droid carriers of Star Wars: Episode One. The reason is that art director, Hideo Miaba, is a massive fan of the film.

FINAL FANTASY 7 RETURNS... AS A MOVIE!

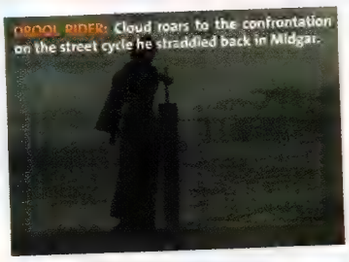
Have a butchers at this cluster of shots taken from the trailer of an all new episode from the most successful title in the series to date. The only eyebrow-raiser is; it's a one hour DVD movie in the style of Spirits Within rather than a game. Info for the moment is scant, but what we do know is that the film will star a spike-haired Cloud going up against the evil genetic experimentalness of Sephiroth yet again. Set two years after the events of *Final Fantasy 7*, the film follows the adventures of our hero in a world who's population has been devastated by a mysterious illness called the Star Scar Syndrome.

DAVID LEE SEPHIROTH: Thought you'd cooked his mutant ass at the end of *FF7*. Think again.



GOTH MEDICINE: The backdrop to the film's trailer is very dark, very industrial and very Tim Burton in design.

IT'S TWINFUL: The guy Cloud fights looks like he might be a younger version of Sephiroth. A clone perhaps?



CROOL RIDER: Cloud roars to the confrontation on the street cycle he straddled back in Midgar.

"BREAK OUT YOUR BEST UNDERWEAR AND ORDER IN THE CHAMPAGNE"

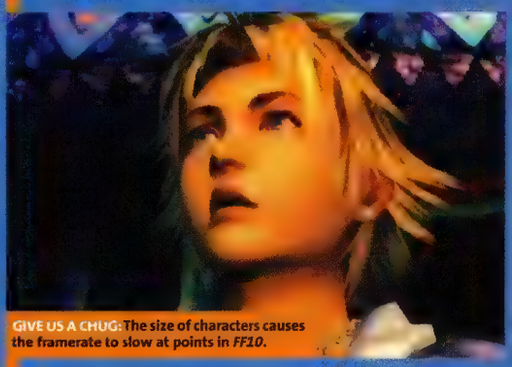
► merely re-view the world and seek out a pile of obligatory hidden chests.

And that, apart from the info in the boxes gathered hereabouts, is your lot for now. Which, for a game reportedly 70% complete, may not seem like much, but is exactly as it should be in our view. It's the difference between The Wedding Singer and Debbie Does Dallas or between holding hands and having the Fat Slags come at you mouths agape. This isn't some flash in the pan holiday romance, this is long term. As such, there has to be an air of mystery, a sense of surprise, a soap opera episodic treatment of people coming together and sharing in adventure. Cynics may well see Square's highly engineered approach to promoting their games as something cold, something calculating. When the pay off is as big and as involving and as clever as it always is, then all PSM2 can do is break out our best underwear and order in the champagne. It's seduction, yes. But we'd rather be teased by greatness, than flattered by second best.

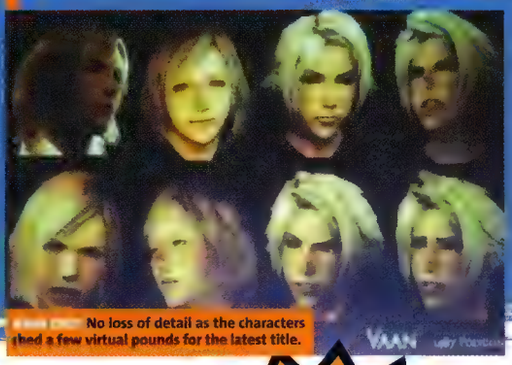
Working on the release schedule of *FF10* as a model – and knowing that the game is down for a summer 2004 release in Japan and an autumn 2004 release in the States – we should be tackling Square-Enix' masterpiece in the UK by March 2005. Yes, a whole 15 months wait for the most exciting RPG in development. Arse. On the bright side, we'll have loads more updates on this over the coming issues leading up to a massive PSM2 import review this summer. Japanese text or not, we can barely wait. PSM

POLY WAS A CRACKER

While Tidus and his party came in around the 2000 polygon count each, the director – Mr Matsuno – has restricted Ashe to 1479 and Vaan to 1487. The result should be much smoother in-game animations and the absence of the slight jerkiness that accompanied some of the non rendered cutscenes in *FF10*.



GIVE US A CHUG: The size of characters causes the framerate to slow at points in *FF10*.



A SLIM CHAP: No loss of detail as the characters shed a few virtual pounds for the latest title.

A traditional element of the *Final Fantasy* series – the wedding (see *FF10* and *FF6*). Here, though, it appears that Ashe is tying the knot with a character who has yet to be identified.

Screw You: The trailer concludes with Vaan escaping the Bangaa prison wardens with a little help from Fran.

STOP PRESS!

ALL KITTED UP

In last minute news we learned that there will be updating of multiple characters costumes and equipment. We've had a taster of this previously with Tidus' changing swords as he explored Spira.

ACES HIGH

Airships obviously have a major part to play in the game. We've already seen them used as a platform for key events and we know that the pirate Balfree owns one of these vessels – much like Cid and his Highwind. What we're hoping this will result in is a much freer approach to exploration in the same vein as *FF10-2*'s episodic structure.

RADIO FA FA

Music for *FF12* comes with a notably different emphasis than before. Series veteran, Nobuo Uematsu, returns to create the game's theme. This time, however, rather than just turning up at the end to cap the experience of saving the world yet again, Uematsu is promising something new and something very, very different. Watch this space. As for the epic task of creating a double album worth of in-game tunes plus a terrifying number of spot sound effects, that falls to Hitoshi Sakimoto. On a related note, Square have recently announced that they'll be launching an internet radio station in partnership with AOL at the start of April, 2004. The member exclusive site will feature approximately 200 tracks covering the series from *FF7* to the present day.

HOAX ON YOU

And what of this shot that did the rounds about 12 months ago? Weeeell... It could still be in with a chance of being something relevant. It's obviously not Ashe, but the clothes do seem to be of an eastern/arabic origin, so perhaps this might be another character that's yet to make an appearance. More likely it's either a painstakingly engineered hoax or some early developmental work that was leaked as part of a viral marketing campaign. Still, nice halter top...

"A MELTING POT OF DIVERSE GAMING INGREDIENTS" – I-NINJA.
SEE PAGE 70 FOR MORE

Revie

PLAYSTATION 2'S MOST THOROUGH REVIEW ZONE

64 Kya: Dark Lineage
Bored of your *Jak*'s and your *Ratchet*'s? Is the world ready for another character adventure game? Atari hope so...

68 Rogue Ops
Innovative new take on the stealth-'em-up or is it possible to rip-off *too* much of *Splinter Cell*? *Rogue Ops* tests our patience on page 68.

72 Destruction Derby Arenas
The return of another aging franchise and this time it's online. But is it a great game or a technical demo?

You want more?!
Okay, what about reviews of Flipnic (62), Secret Weapons Over Normandy (66), I-Ninja (70), Fatal Frame 2 (78), Groove Rider (73) and so much more...

HUGE REVIEW ► Page 52

GRAN TURISMO 4: PROLOGUE

"Think of it as proof that the finished *GT4* will be unbelievable..."

WELCOME...

DAN G

This issue we've got two of the most popular racing games ever – head to head. Mano a mano. Bumper to bumper. Whatever. The point is, they're both games that – when they came out on PSone – defined the genre, pushing the machine in ways you hadn't thought possible. Now, we hate one of them. And stranger still, even though *GT4: Prologue*'s only a tenth of a game, more of a teaser pack for the next installment than anything, the one we hate is *Ridge*...

How's this happened? The last *Ridge*, while it wasn't a technological marvel, was – at heart – a good game. Nope, the problem is *Ridge* is trying to be something it's not. And if there's one thing we learned from watching Saved By The Bell it's that being yourself is the most important thing of all. Countless games get ruined by this sort of half-arsed copying and it doesn't make for interesting play. *True Crime*? *GTA* with cops, mate. *BMX XXX*? *Hawk* with a bike and bongo clips.

Don't do it, developers – by copying from a brilliant game, you're always going to end up second best. And that could be the difference between a date at the prom with Kelly or a night on the pizza with Screech.

PLAYING PS2 LONGER, HARDER,

DANIEL GRIFFITHS
EDITOR: New Year's resolutions? Dan's are to stop picking his feet and to give the team an extra week off. That last one is just a joke. Obviously.

DANIEL DAWKINS
DEPUTY EDITOR: 'Must... do... more... all-expenses... paid... trips' etches Dan on a T-shirt which he wears in the pub in the hope of luring thirsty PRs.

JORIN SIEVERS
PRODUCTION EDITOR: Still struggling to come to terms with such British ludacracies as 'egg nog' and 'Jordan', Jorin wonders "what is a New Year".

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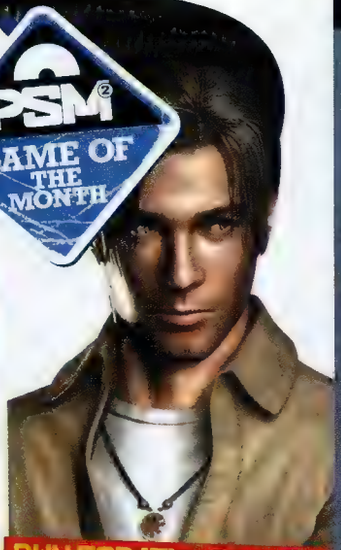
56 R: RACING EVOLUTION: The return of a legend. But this is no Ridge sequel. This is something different...



RUN FOR IT! ► Page 74

RESIDENT EVIL: OUTBREAK

What's for dinner? You are! But can Resi survive a PSM2 mauling?

60 MAX PAYNE 2: Don't you just love it when they put games in shops ahead of the reviews? Here's why...

80 ONIMUSHA: BLADE WARRIORS: Capcom's favourite zombie-spawning splatfest...

PSM2 SCORING

PSM2 is 100% editorially independent and we mark hard, but fair. We know you want buying advice you can trust and that's why when you see a game with a good score from PSM2 on the box, you can guarantee it's going to be worth the price. Marked precisely out of a 100 rather than "three stars out of five", here's what those scores mean:

0-29	Shoddy nonsense that deserves a hoofing. If you see a game with a score below 30, move away from the shelf and look elsewhere.
30-49	Some fun to be had and it might even look nice graphics-wise, but the gameplay and design are sure to be seriously flawed.
50-69	An average score for an average game – no major faults. This is fine for die-hard fans of the genre or if you're after a decent budget release.
70-84	Now we're talking. A massively entertaining game that only just misses out on being really special. This will offer top value for money.
85-89	Get your wallet out! Playing as good as it looks, a game in this tight scoring band will be a near-classic and comes highly recommended.
90+	Unmissable. Essential. Superb. Classic. A game that scores over 90 deserves all the plaudits it gets and is guaranteed to push your PS2 to the next level. If you're a real gamer, you will need this game.

AWARDS

If you see one of these fellas, you know you're luck is most definitely 'in'...

PSM2 BRONZE AWARD
Awarded to games that score over 70. A thoroughly enjoyable, solid game and no mistake.

PSM2 SILVER AWARD
Awarded to games that score over 80. A top quality, cracking game is guaranteed.

PSM2 GOLD AWARD
Awarded to games that score over 90. Reserved for true classics – don't expect to see many of these.

PSM2 GAME OF THE MONTH
The best game in the issue. If you're getting only one game this month, get this!

FASTER THIS ISSUE:

ADRIAN LAWTON
DVD EDITOR: Adrian has decided that he must play more games in 2004 – and has set about creating a machine to add a 25th hour to the day.

MILFORD COPPOCK
ART EDITOR: What letter comes after 'S' Milf? What do you balance a golf ball on? Who 'pities you, fool'? Milf! Put the kettle on! For once. ONCE!!?

DANIEL VINCENT
DEP ART ED: Visiting heads of state beware! Dan's planning a New Year's 'Revolution'! Do you see what we did there? Oh just leave it will you.

PSM2 REVIEW PROMISE

PSM2's review scores are the only ones you can trust. Here's why:

- PSM2 is 100% editorially independent. That means waffle-free, no-bullshit reviews that say what a game really plays like, good or bad.
- PSM2's reviews are written by PS2 experts – years of gaming experience working for the world's best games magazines means we know what we're talking about.
- PSM2 goes into the detail that real gamers want. Want to know how 60Hz mode affects a game or what the network lag is like? Read PSM2. Want to know what a game would be if it was a biscuit? Read another mag.
- We know that fantastic looking games aren't always fun – that's why PSM2 offers genuine buying advice. Look at our verdict box where we rate aspect games in terms of graphics, sound, gameplay and lifespan – our experts test the lot for you.
- We feature more screenshots than any other magazine and with PSM2 you see what a game really looks like, not shots of the CG intro or best artwork.
- PSM2's reviews are illustrated with more characters, end level bosses, later levels and different modes – that's because we play harder and finish more games than any other magazine. Our screenshots are taken as we play.
- Games are fun – but it's no fun if you buy a stinker. That's why we mark hard but fair at PSM2. It means you can trust our marking. If you see a high score in PSM2, you're guaranteed a great game!
- PSM2 is written by gamers for gamers – and that means while we're first with big things it's inclusionary, we're also behind the smaller, but equally great, titles that real gamers love.

Import Reviews

PLAYED TO DESTRUCTION BY PS2 EXPERTS

INFOSTRIP

DETAILS

Developer: Polyphony Digital
Publisher: Sony
Players: 1-2
Memory Save: 528K
Widescreen: Yes
50-60Hz: No
Surround Sound: Yes

GAMEFAX

Racing | Sequel | Addictive | Realistic

TRIVBURST

- Review of GT4
- Over fifty cars
- Five new tracks
- 47 driving tests

QUESTION...
An easy one, this. In the summer of what year was the original *Gran Turismo* released in Japan?

GAMEPIE
50% GT3
30% GT2
10% Having the nervous system of Michael Schumacher
10% Why are there balloons floating in the backgrounds?!?

ANSWER
It was 1998, of course. If you got that one wrong and you're a fan of the game (and let's face it, who isn't?) then go shove your head in a bucket of cold motor oil.

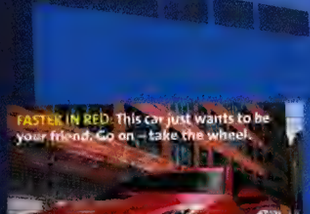
PUBTALK
The smart arse thing to say down the boozer.
"Of course, *Gran Turismo* was better before they put those insipid rally tracks into the game..."

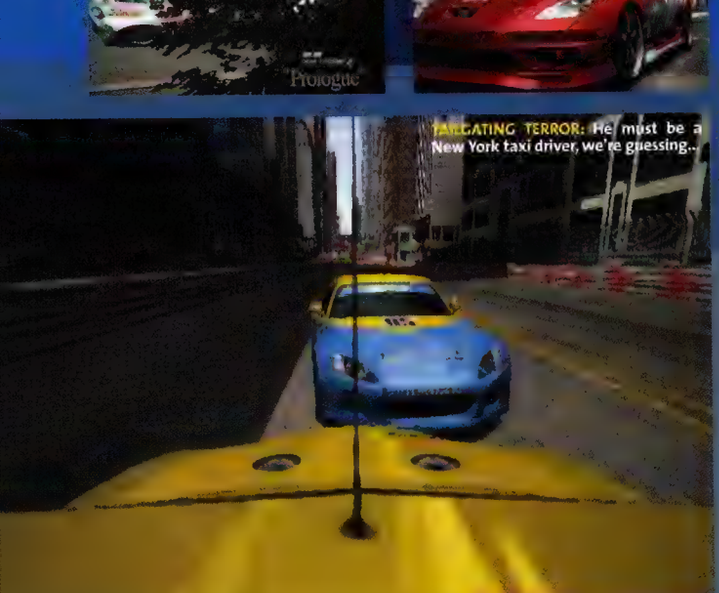
"THE BIG GUN IS BACK IN TOWN"

PSM2 SILVER AWARD

GRAN TURISMO 4 PROLOGUE

It's Turismo all right, but it's not all that Gran. Do we mind? Not as much as we thought...


FASTER IN RED: This car just wants to be your friend. Go on – take the wheel.


TAILGATING TERROR: He must be a New York taxi driver, we're guessing...

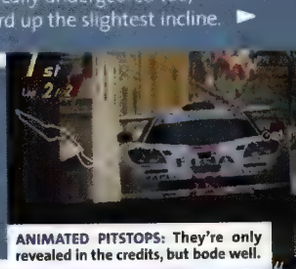
Confession: we approached this with some trepidation. Despite being long-term *GT* fans, there's only so much of the same thing you can take. And after the disappointing *GT Concept 2002 Tokyo-Geneva*, the first stripped-down version, we just couldn't get the smell of quick, dirty bucks and rotting laurels from our nostrils. Five tracks? No opponents? A handful of shiny new cars? Pah! It was easy to see this as another car-industry stroking session more suitable to demo pods in showrooms than gamer's lounges. But oh, the cynicism! We were wrong. Hey, it had to happen sooner or later.

And happy we are to be so erroneous. *Prologue* may not stand up as a game in its own right, but then it's not supposed to. It's supposed to get us excited about *GT4*, and it manages that pretty well, mostly by showing off a few of the ways *GT* is changing. Many of these changes are subtle, but they're entirely worthwhile. What are they? Cool your jets, people; first we should establish what remains the same.

On tarmac the handling continues along its sublime course and if there's been any change here we can't feel it. There's still more feedback than any game should logically produce and the surfaces require as much mastery as the cars themselves. Unfortunately, the lower-spec road cars remain slower than reptile sex in cold climates and basic road tyres continue to be wearisome in the extreme – just getting round hairpins is an art, never mind doing them quickly. All road cars are tragically undergeared too, struggling to pull third up the slightest incline. ►

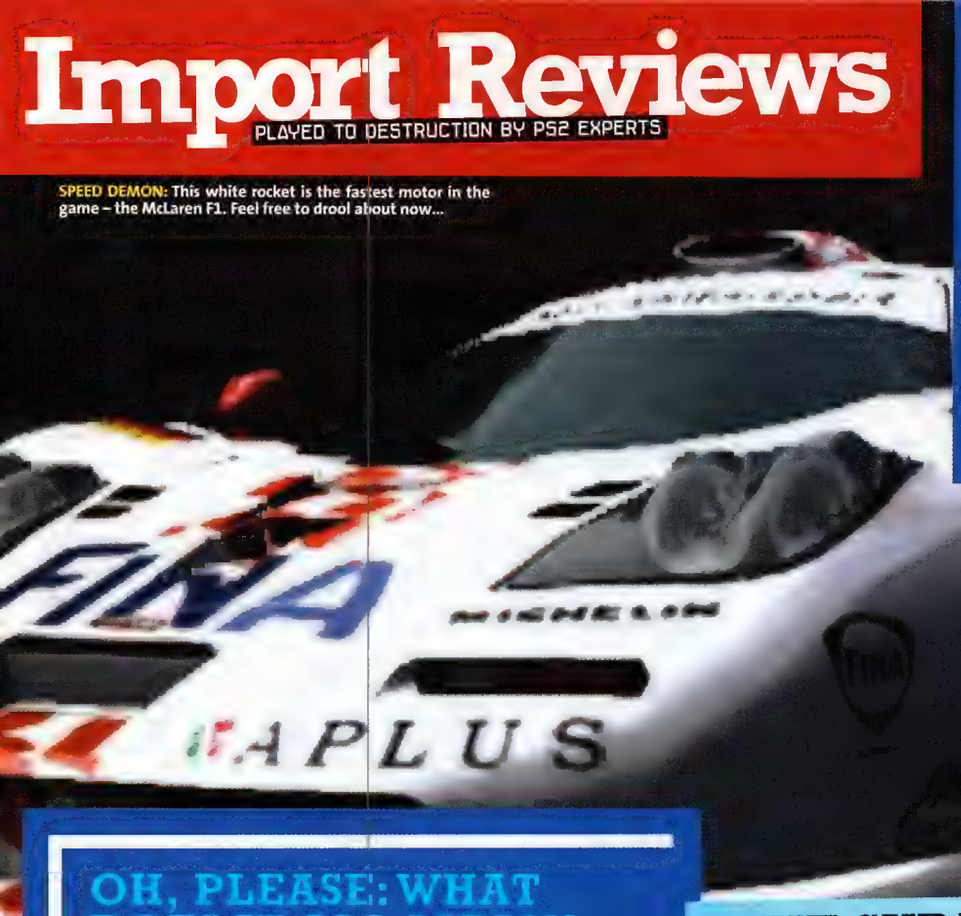
BUY IT FOR THIS!

The fastest, possibly the sexiest car in the game is the Pure-bastard, long-tailed McLaren F1 (it's horsepower is secret but it's f-f-f-fast). And the most enticing track is the ultra-narrow, unforgiving Citta di Aria. Put the two together and you've got massive driving pleasure and as much of a thrill as gaming can provide. We'd say it was worth at least £30 of the asking price alone. Oh, see if you can beat 1'40"00...


ANIMATED PITSTOPS: They're only revealed in the credits, but bode well.

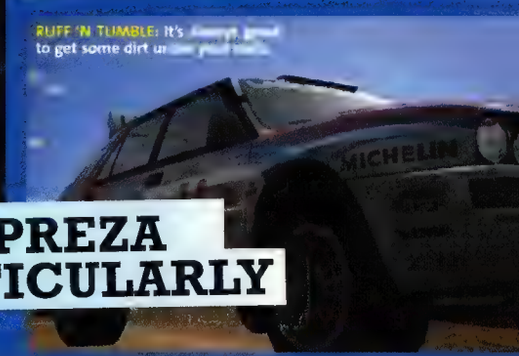
Import Reviews

PLAYED TO DESTRUCTION BY PS2 EXPERTS



SPEED DEMON: This white rocket is the fastest motor in the game – the McLaren F1. Feel free to drool about now...

EYES ON THE ROAD: With scenery like this it can be difficult to stay focused.



RUFF 'N TUMBLE: It's [illegible] to get some dirt [illegible]

OH, PLEASE: WHAT DOES IT ALL MEAN?

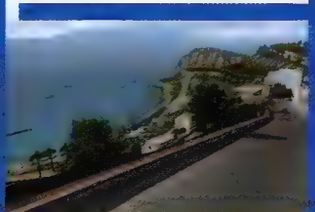
There are more than a few hints about what we can expect when *Gran Turismo 4* finally arrives. Just look at this little lot for starters...

ANIMATED PITSTOPS: Not included here, but revealed replay-style in the credits. The characters are astonishingly well-done

TUNING CARS: A new class? Here's a very 'Fast And Furious' Celica, decals, alloys and everything. It's named as a 'tuning car'.

MOVING SPECTATORS: Spectators are now animated. They'll wave and use cameras and even run from the centre of the road...

OPEN TOP CARS: Cabriolets have the top down – you can see the interior and a driver. Now, how about a blonde passenger?



COASTAL EUROPEAN LOCATION: There's footage of a car winding down a mountain road to the sea. The south of France anyone?

IMPROVED AI: One test has you pass a car on a corner; the next has you doing the same with the opposition on a defensive line.

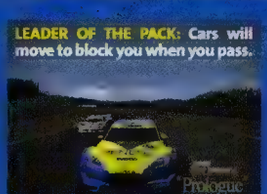
DRAG RACING: A late challenge in the School section involves launching a Dodge Viper off the line for a quick straight run.

NEW MAKES AND MODELS: You see filmed flashes of many real cars. We're taking them as more than hints. Here's hoping...

"THE SUBARU IMPREZA NOW FEELS PARTICULARLY FEROCIOUS"

► Worst of all, there are far too many of the kind of car you struggle to remember even when you're looking at them; hideously, superbly ugly shopping trolleys only the most confused of pensioners could possibly feel a stirring for. The first nine tests take place in just such detestable suicide boxes. Get into a tuned car with decent rubber, though, and it's a different story. The fastest cars also feel faster, though whether that's a result of some narrower tracks or an actual increase in velocity is debatable. Whatever, the effect is notable.

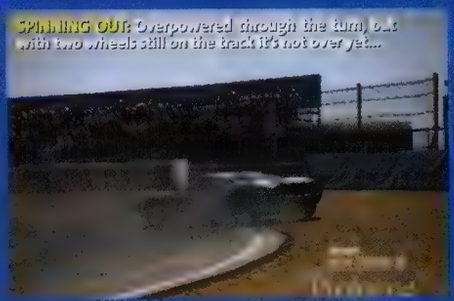
Off-road, things have improved massively. Cars such as the Subaru Impreza WRC now feel particularly ferocious, just as they should and the tracks (here set in the Grand Canyon) are narrower and not just A-roads made from dirt. In fact, we actually missed the presence of pace notes (or at least arrows) this time, where before the tracks were so basic they weren't needed. On the other hand, tape barriers are as immovable as a religious argument – there's no danger of going over any of those attractive drops and, of course, there's still no damage. Even so, *GT* has always been about the effects of keeping control rather than loosing it, so it's not too hard to accept. And now the rallying sections are actually paying their own way, matching up far closer to the Tarmac experience.



LEADER OF THE PACK: Cars will move to block you when you pass.

RALLY GRAND: The rally course in Prologue is set in America's spectacular Grand Canyon.

The other staple of the series is its drop dead gorgeousness and this doesn't know how to disappoint. Backgrounds are even more detailed, with far more objects – such as rocks, cranes, scaffolding structures or ambulances – scattered around, banishing the sterility that crept into some of *GT3*'s locations. But what were they thinking putting (shudder) hot air balloons above


SPINNING OUT: Overpowered through the turn, o..t with two wheels still on the track it's not over yet...

EXTRAS! EXTRAS! EXTRAS!

All Geared Up

■ If you don't use manual gears already, then for the love of God; learn! Being able to hold it in gear (and rev further) can easily cut your time down by 0.5 seconds per lap – just enough to make the difference between first and second.

"GET A DODGE VIPER OFF THE LINE FOR A SUB-TEN SECOND QUARTER MILE"

one of the rally tests?! It's the worst cliche in driving games (see *R: Racing Evolution*) and far beneath a game like this. What's next, a lava level? This axle to grind aside, the game looks delicious, and the extra detail – just take a look at the mess of advertising hoardings and buildings on the gargantuan New York track – never affects the speed one iota.

What's new is the structure. There's no tuning involved, just a series of tests in the School mode – it's here you unlock cars to use in the Arcade mode. These are familiar in many ways, as they essentially replicate the license tests of the main series, but there's far more variety to them. This is particularly true of the 'coffee break' challenges, which sprinkle the main tests and are just for amusement. For instance, you might have to knock down every cone placed on a lap in the quickest possible time, or navigate through tiny alleys of them. More serious tests include getting a Dodge Viper off the line for a sub-ten second quarter mile.

The gold, silver and bronze times remain, but occasionally bronze is open ended. Complete the first four colour-coded sections and you'll open a new screen (purple), where the tests involve other drivers. You may have to catch and pass another car before the end of a lap or within a time; pass a car running a defensive line; race three others to get on the podium or race five for the same. That might not sound like it'd make much difference, but you can no longer bounce off others to help you round a corner. Ramming another car instantly fails the test, as does hitting the barriers too hard (along with running off the track, as before). So, trying to catch and pass one car is hard enough – trying to catch the lead car while cleanly passing others is even harder, so the number of opponents does make a difference. Your prize is the car you drove, and when you take it to Arcade mode you'll find you still can't just wallop the walls to help you round. Do so and you'll be stuck on a rev limiter for up to ten seconds. Kamikazes need not apply.

PAINTJOB TO DIE FOR: And the camera view's not bad either.

Inevitably, it's a pretty short game. And while it starts off with some tiresome non-drivers' cars, it definitely peps up and contains considerable challenges and highlights – of which the Citta di Aria track is probably the greatest. It bodes well for *GT4*. In the presentation in particular there's just more of a sense of fun. However, it's unlikely to get an official release here and importing is going to be expensive. As a guide, we'd say this was a definite buy on a hypothetical UK shelf for £19.99, but as the price rises towards £39.99 its pull rapidly declines. Over that and you'll have to be an *GT*-obsessive to be satisfied. But then again, there are plenty of those. **Steven Williams**

■ *GT4 Prologue is currently import only, sorry...*

HI FIVE – THE TRACKS

Five tracks isn't much, but they're of undeniable quality and – at last – they're all ones we've never seen before. And here they are, rated and berated. Keep in mind though that these are only a small taster of what we can expect from *GT4*.

FUJI SPEEDWAY: A fast, mountainous track that used to host a Grand Prix. Challenging in a fast car but dull in an ordinary one. 7/10

GRAND CANYON: A fictional rally course around the lip of the canyon. Sadly you can't go over the edge... 8/10

NEW YORK: Awesome urban scenery and huge straights. Only two curved corners, though – the rest are 90 degrees. 7/10

TSUKUBA: A rather flat and small-time Japanese circuit with little to really hook you. Challenging final corner, though. 7/10

CITTA DI ARIA: The incredibly narrow, beautiful medieval streets of a hilltop city are an absolute highlight. Amazing to look at, fantastic to drive on. 10/10

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Tests are more varied and tracks are tighter. – Too many boxy shopping cars with soft tyres.	+ Astonishing – detail is almost beyond reproach – We actually saw pop-up a couple of times!	+ Lovely. Just wait till you hear the Ford GT02... – Same old naff melodic indie pop stuff.

LIFESPAN

It's short, but it's only a taster. It'll whet your appetite, but will only take an evening to semi-finish and four days to ace everything.

MINUTES — YEARS

IT'S BETTER THAN...
GT CONCEPT 2002

IT'S WORSE THAN...
GRAN TURISMO 3

An entertaining and uncomplicated peek at 'The Next Big Thing'. It's just a shame that you're unlikely to get it for a decent price. If you're short of cash wait till *GT4*.

83

Import Reviews

PLAYED TO DESTRUCTION BY PS2 EXPERTS

INFOSTRIP

DETAILS

Developer: Namco
Publisher: Namco
Players: 1-2
Memory Save: 171Kb
Widescreen: No
50-60Hz: No
Surround Sound: No

PREVIOUSLY IN PSM2...

"WILL THIS NEW-FOUND REALISM ENABLE RIDGE TO COMPETE WITH GT4?"

-PSM2#37

A MINI ADVENTURE: Well, the entertainment value is tiny.

"THIS IS A PANTOMIME OF A GOOD RACING GAME"

"IT'S A RIDGE TOO FAR FOR THIS POPULAR JAP RACER"

R: RACING EVOLUTION

A triumphant return for Ridge Racer? Or did they F: The Whole Thing Up? Uh oh...

Oh and it all looked so promising. The classic *Ridge Racer* series resurrected in all its tail-sliding glory. A modern face-lift with some real-life road and race classics. A storyline to tie the whole thing together. Girls with really big breasts. Bouncing.

Yet this is a pantomime of a good racing game. If only your TV could transmit the smells of burning rubber it would stink. Consider this: it takes elements from familiar and already successful games and does them worse. Does that make sense? It takes a thoroughbred, it takes steak, then combines them to produce... manure. It doesn't make sense.

The steak is the glorious *Gran Turismo 3*, which this game apes without shame in many ways, particularly in its visuals and vehicle choices. Dodge Vipers, Nissan Skylines, Subaru Imprezas,

blah... you've driven them all before on tracks that looked like this. Only better. And when you did the handling was sublime, but here it's a lash up fit only for a rust-sodden Ford Escort with a bent chassis. This game is confused. The old super-sideways cornering style has been dropped, mostly, in favour of a more 'realistic' approach. But it's a half-hearted decision, and the result is an uneasy mix of arcade drifting and simulation apex-clipping. The rally cars are particularly badly judged, taking poorly to flamboyant cornering and dumping all their speed in the process. Slides often turn into fights for control rather than deliberate arcs, making it difficult to get any kind of ►

"THE OLD SUPER-SIDEWAYS CORNERING STYLE HAS BEEN DROPPED"

UNDER PRESSURE

Get close to another driver and a blue bar appears above their car. This is the pressure meter – stick close to them and you'll see it fill and change colour. Eventually it starts flashing and, if they haven't made a mistake already, they will now.

O-BLUE-VIOUS: He probably knows you're there, but is still feeling calm.

YELLOW PERIL: Starting to get stressed here – he'll probably miss the apex.

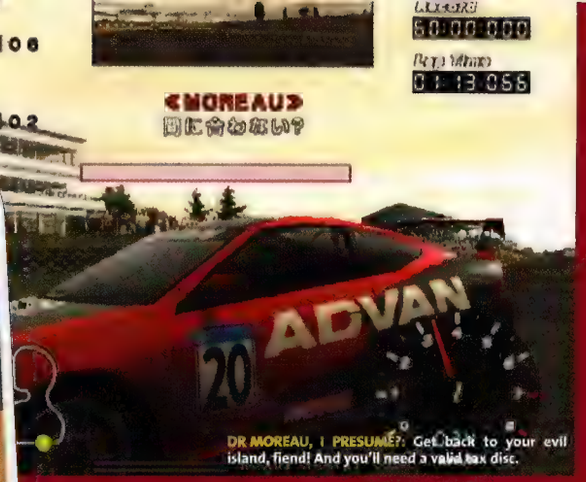
RED ALERT: He's agitated and he'll go straight on the corner.

Import Reviews

PLAYED TO DESTRUCTION BY PS2 EXPERTS

THE MONEY SHOT

In the very first race there are hot air balloons above the straight... this is Cliche Number One for racing. A bad omen right there.



DR MOREAU, I PRESUME?: Get back to your evil island, fiend! And you'll need a valid tax disc.

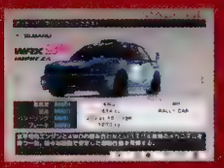
EXTRAS! EXTRAS! EXTRAS!

Somebody stop us!

- This likes to be driven very formally – brake in a straight line, turn in and wait for the apex before using the throttle. Yawn...
- If you've ever driven a real car on a real track, consider some kind of futuristic memory wipe – it won't help you here.

"THE HANDLING'S FUMBLED TOO, WITH MASSIVELY OVER-LIGHT ARCADE STEERING"

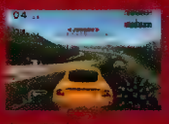
OK COMPUTER: Visually all right, but way behind the class leader.



► rhythm going and many cars seem to demand a neat, wheels-in-line style, which of course isn't rallying. This may well have a basic pace note system (and some annoyingly generic remarks on your prowess from the co-driver, too), and some OK tracks, but the handling is simply not good enough to let you enjoy them. *GT3*'s rallying section beats this easily and of course *Colin McRae Rally 4* and *WRC3* kick the hell out of all of them.

AMBULANCE GIRL

The thoroughbred this game impersonates is *Toca Race Driver*, itself the latest incarnation of a long-loved series. The story here involves more cleavage than Ryan McKane's tale, true, but unfortunately it's tits in more ways than that. Your character is Rena, a young girl who drives an ambulance fast enough to impress the boss of a race team (presumably killing the patient in the process). He immediately enters you for an exceedingly boring oval race in a rear-drive classic DeTomaso – note to developers: never, ever create another oval – before sending you off for training. In a front wheel drive rally car. Huh? You then spend forever on various layouts of Suzuka, a track where gamers have done more laps than Michael Schumacher, winning easily, but losing the will to live. It is the first to have the recently reprofiled 130R, though, if you care.



In what could have been an interesting development, the other drivers names are displayed above the cars and their chatter somehow comes over your pit-to-car radio, making things a bit more personal. Sadly they'll still be trying to wind you up when you're six seconds in front and they're not that witty in the first place. Unless "Oh my god I'm fast" is supposed to be deliberately ironic. And we can only presume "He must be pissed!" is meant in the American sense of being angry... anyway, there's some rivalry, some underhandedness and some respect earned, as well as some confusion on Rena's part over what team she drives for – um, why not look at your overalls, love? Or shall we just switch off the lights and go home? Even *TOCA*'s cheesiness is better.

The road and race car handling's fumbled too, with massively over-light arcade-style steering flipping into heavy, feedback-free understeer if you ignore the annoyingly unrealistic brakes. Oversteer only feels controllable on a dead throttle, ruling out useful powerslides and car performances are poorly differentiated. For instance, at one point you race an (admittedly tweaked) Fiat 500 against five

FADED ICON

DeTomaso was once a name to rival Ferrari and Lamborghini - in 1972 the Pantera GTS came second in the Gran Turismo(!) championship. And in 1984, Vince Neil of Motley Crue crashed his and lived while his passenger died. Sigh.

COUNT-ARSE: It looks more than a little Lamborghini from this angle...

MUSCLE MUSEUM: It's very much it's own car from here, though. What a stonker.

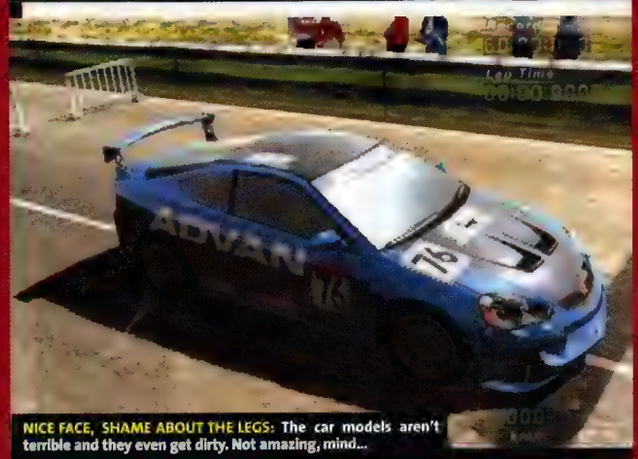
CIRCLE JERKS: And here's how to waste one of the best original choices for years.

THE PAST IS ORANGE: Park this missing link up and walk away, baby.

"HAIRPIN RIGHT AND BACK TO SHOPS, £40..."

It doesn't even put the fun in refund, particularly if you stray in off the path...

QUEASY LEFT: Rally handling is an even more nauseous mix of tail out sliding and tidy apex-mongering. The result is little fun.



NICE FACE, SHAME ABOUT THE LEGS: The car models aren't terrible and they even get dirty. Not amazing, mind...

race-tuned Vipers. And win. There's little incentive to get the later cars, unless you just want to look at them in your collection, as driving them's almost as bad as hearing them... really, these are the worst engine sounds since the Commodore 64 ruled the world. The grid sounds more like the start of 'The Only Way Is Up' by Yazz than six powerful engines. Suckorama. Shoot your ears off. There's no excuse.

So, it's like *GT3* with fewer cars, rubbish handling and ugly backgrounds. It's got a story like *TOCA*, but it's naïve in the extreme and makes no sense. It's got rallying that's nowhere near as good as the latest *WRC* or *CMR* titles. It's got drag racing that's not as fun as *Need For Speed Underground*'s. It sounds worse than a Casio VL-Tone and the music is a crime. Does this make sense to you? **Steven Williams**

■ Namco's racer will hit the UK in March 2004.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ You race in a variety of styles with differing cars. – They're all bad to drive, so it makes no difference.	+ Cars look quite nice and get dirty too. – Backgrounds are basic; looks like a launch title.	+ You can switch off the music. – Engine sounds worse than can be imagined.

LIFESPAN

There are lots of cars to collect and a story to grab you. However it's tiresome to play – nothing much original going on here.

MINUTES — YEARS

IT'S BETTER THAN...
KNIGHT RIDER

IT'S WORSE THAN...
ANY GRAN TURISMO

There's abundant animated cleavage for the truly desperate. However, the heart of the game – the actual driving – is outclassed in every aspect. Don't bother.

3.7

HEAD TO HEAD

At first sight we thought this would at least be close. Some people's money was even on *R: Racing Evolution* But no! Even a sawn-off *GT* manages to come up smelling of roses.

GRAN TURISMO 4 — THE REAL DRIVING SIMULATOR

R: RACING EVOLUTION

HANDLING

So far nothing has come close to *GT* for feel and realism. And for its fourth incarnation – or perhaps that's 3.1 – that ol' smooth magic remains, despite an increase in velocity.

R: Racing Evolution is way, way behind, with a confused, dead-fingered mix of arcade oversteer and 'realistic' understeer. Even 300bhp cars feel horribly slow, with nasty steering and braking.

RACING

The opposition seem a little more alert than before: cars move to block your line and it's no longer possible to pinball off them to get around corners at twice the speed of sound.

Matches *GT*'s six-car grids, but fails to use the extra power for anything else. The 'pressure' system totally fails to live up the hype – it's just too mechanical. It's actually quicker just to pass.

GRAPHICS

Detail has been increased notably in the surroundings and there's no sacrifice in speed either. The rally tracks have come the furthest, looking more or less 87.2% better than before.

Backgrounds and track surfaces are far behind *GT* and the whole thing can look rather grainy. At its worst things look slightly boxy and the cars appear to float above the track.

RALLY SECTION

GT2 and *3*'s rally sections were passable rather than great. Happily, *Prologue* sees a massive overhaul to really raise its game. The cars have a newly ferocious edge (they were too easy in *GT3*) and tracks are now narrow and slippery.

Manages to serve up some reasonable stages then waste them on cars with terrible handling – making it far worse than even the ancient *GT2*, which makes as much sense as saying 'In the side of rubber autumn pill will kill.' Yep.

SOUND

Continues to delight with some impressively authentic engine and exhaust notes – they even change when you go in-car. A V8 in this game will put a smile on your face.

The most appalling synthesised whining we've heard. It's an insult. It'll make you want to kill. It's like listening to your family being tortured and killed by laughing mad space robots.

OVERALL

By our mathematics that's five-nil to *Gran Turismo Prologue*. The closest *R: Racing Evolution* comes is on the racing aspect, but control is annoying and it's easier to pass someone than pressure them into a mistake, despite that being a sure-fire way to hoist them off the circuit. The new *Ridge Racer* is an embarrassing disappointment.

INFOSTRIP

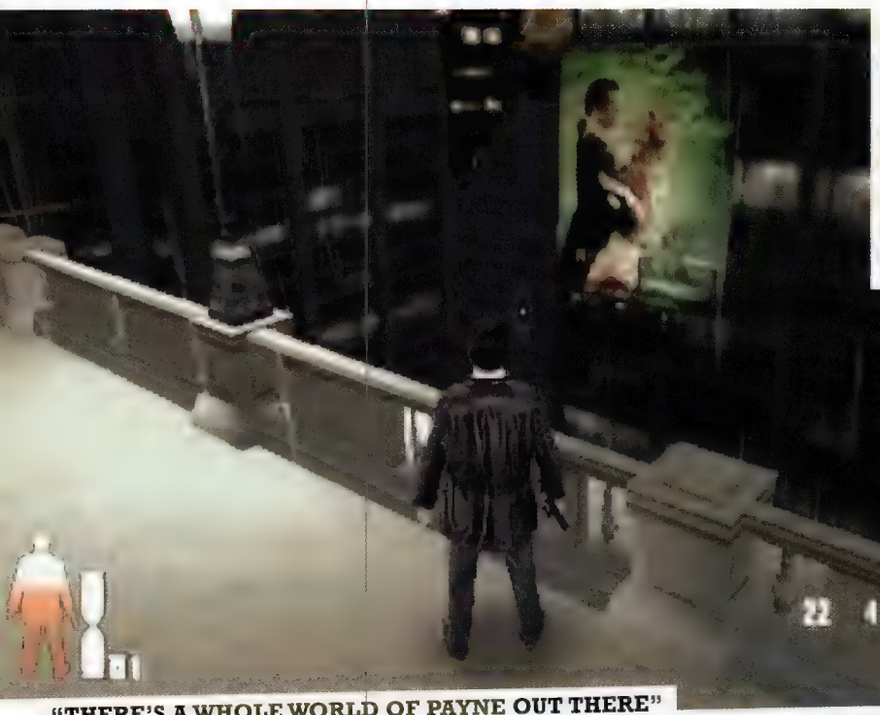
DETAILS
Developer: Remedy
Publisher: Rockstar
Players: 1
Memory Save: 1148k
Widescreen: No
50-60Hz: No
Surround Sound: Yes

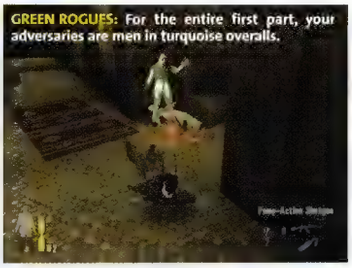
QUESTION...
The voice is James McCaffrey's, but who was Max Payne's face modelled on in the original game?

TOP 5 MAXES
- Martin
- Bygraves
- Mad
- ...imum Overdrive (Emilio Estevez flick)
- -Power (Homer Simpson's alter ego)

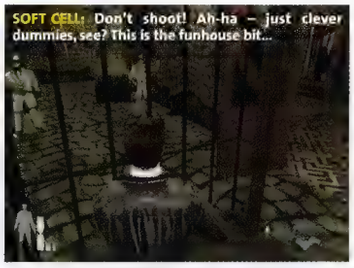
GAMEFAX
Adventure
Hard
Violent
Sequal

TRIVBURST
- Max is back with his patented 'Bullet Time'
- He has new weapons and energetic moves to avoid being shot.
- Team up with NPCs to get through tough areas.

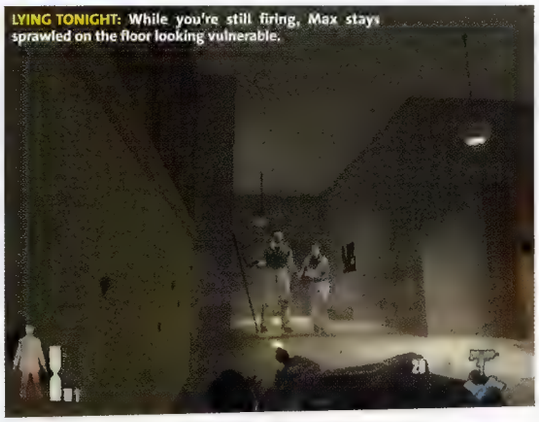




GREEN ROGUES: For the entire first part, your adversaries are men in turquoise overalls.



SOFT CELL: Don't shoot! Ah-ha – just clever dummies, see? This is the funhouse bit...



LYING TONIGHT: While you're still firing, Max stays sprawled on the floor looking vulnerable.

"THERE'S A WHOLE WORLD OF PAYNE OUT THERE"

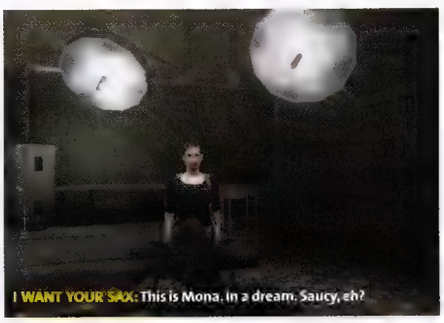
MAX PAYNE 2
THE FALL OF MAX PAYNE

Actually, it hasn't so much fallen as stayed completely still...

KILLING SMOKE: Thankfully, the first game's flaming deaths have nearly been eliminated.

Waaaay back in issue 19, we called the original *Max Payne* "stylish, dark and violent, but marred by ropey looks." We whinged about the terrible control on the ledges, praised the bogglingly weird nightmare sequences and were quite impressed by the bullet time. Now Max is back, still not dealing especially well with the death of his family, but at least he's trying to get a new girlfriend – lady-assassin Mona, last seen looking slightly wounded in a lift. The good news? He isn't stuck in a permanent grimace any more. The bad news? Not much else has changed.

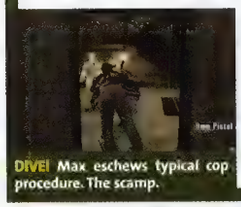
Gritty? Sure – *Max Payne's* grittier than Ray Winstone running a crack den in Milton Keynes. The action flits between flea-pit motels and seedy warehouses, it never stops raining, you chat to the odd hooker and Max narrates the whole thing like a man in seriously need of a Strepsil. Crikey, there's even swearing in it. Overheard chatter, puking hobos and murky design might all be Rockstar trademarks, but they've never been done better – the funhouse level and dream sequences in particular provide some of the most unsettling moments since *Silent Hill 2*. The flipside's some over-noir dialogue that grates round about the time Max starts talking about how the past's like a broken mirror that cuts your hands as you're putting the pieces together. Like the first game, there's a self-conscious subtext under the comic-book stylings - this time it's constant references to a TV show mirroring Max's life – but like the first game, it doesn't amount to much. As for shootiness, Max is packing more lead than brunch at



I WANT YOUR SAX: This is Mona. In a dream. Saucy, eh?

LOVE AND BULLETS

Despite the seedy urban pretensions, the core dynamic of shooting a lot of people full of holes is basically the same as the last game. Max can dive and shoot, or walk slowly and aim properly and that's it. Still, you never get tired of super-slow-mo violence, do you?



DIVE! Max eschews typical cop procedure. The scamp.

STROLL! The sepia tone shows that we're in slow-mo...

PERFORATE! Occasionally last man gets his own death-cam.

SEEDY! Here a friendly hooker's helping. Just like Julia Roberts.

THE MONEY SHOT
When reloading in bullet-time, Max does a little pirouette with his coat flapping out to the sides. It's totally pointless, but it certainly looks cool.

PUBTALK

The smart arse thing to say down the boozer.

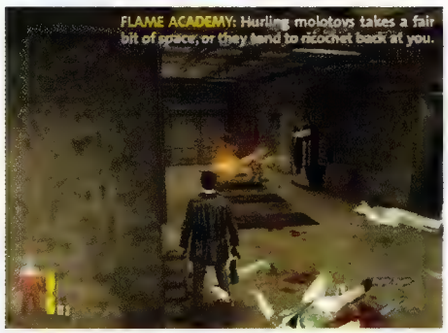
"It's not the first game to play with the narrative conventions of the comic format. What about *Comix Zone* on the Mega Drive?"

GAMEPIE

40% Ripped off the Matrix.
20% Ripped off John Woo.
30% Ripped off Frank Miller's Sin City.
09% Grumbling about girls.

ANSWER

Max's gurning mug was provided by Sam Lake, the writer of both games. He also modelled for Max during the comic-book photo story sequences.



Charlton Hestons. Even if it ripped off the Matrix, the original was the first game to do bullet time, and the sequel does it just as well. Unlike *True Crime* – where diving forward invites death – you're briefly invincible while diving, giving a decent incentive for getting into the fray. Killing ramps up your bullet-time meter, too, so if you're prepared to go all-out you'll never have to stop the slow-mo. One of the nicest new touches is that you'll frequently happen across people – bums, cops, even hired killers – who'll help Max out for reasons of their own, providing a much-needed extra barrel for the tough bits.

The downside is, there's been a lot of progress in the field of shooty gameplay since Payne 1, and this installment's virtually unchanged. There's none of *True Crime's* gun-kicking, *Dead To Rights'* disarms or canister-flinging, not even any *Getaway*-style firing blind. There isn't even the option – practically the shooting-game standard these days – to press yourself up against a wall before you spring into action. Max's origins don't help. Unlike all of the aforementioned, it was made for the PC. That means a pixel-wide cross-hair that has to be swivelled across the bad guys manually – clearly designed for mouse control. Even that doesn't excuse the platform sections., though. From time to time, Max has to scamper around the outside of a building, possibly even jumping between foot-wide ledges to progress. Unfortunately, since the control isn't precise enough to stop him straying off to certain death, the only option's to twist the camera up to near-vertical and hug the wall like a baby. With the brightness turned down, you'll have serious trouble telling 'ledge' from 'chasm' and with bad guys shooting at you it's practically impossible.

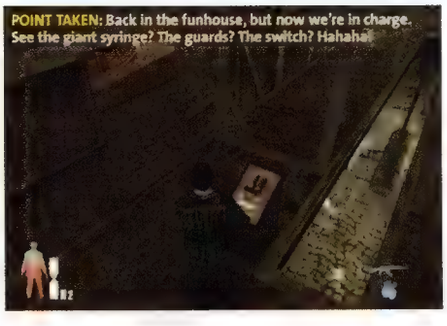
EXTRAS! EXTRAS! EXTRAS!

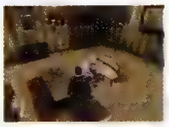
Behind the scenes info!

■ Completing the game nets you Dead Man Walking mode – basically Survival – and a time attack option. In an overheard TV show, Dick Justice mentions his 'permanent constipated grin' – an obvious reference to the first *Max Payne* game.

"WHAT REALLY BETRAYS MAX'S PC HERITAGE ARE THE LOADING TIMES."

What really betrays Max's PC heritage, though, are the loading times. Remember how *Tomb Raider* didn't automatically save at the end of each level, so if you forgot to do it yourself you faced replaying vast chunks of the game? Well, yep, *Max Payne* does that as well. On the PC it'd be forgivable, because a Quick Save's only a tap of a key and half a second away, but on PS2 each save takes two menu-swaps and a hefty chunk of waiting around. It wouldn't matter, but the game's fondness for killing you without warning makes constant saving a tedious necessity. In tougher sections, you'll routinely spend more time watching the loading bar than playing, since even more bizarrely, if you skip a cut-scene – even one that only lasts five seconds – you're shunted off to a loading screen that you'd never normally see, as if you've caught the game out by trying to hurry things along. Gumph.





DREAM WEAVER

From time to time, Max nods off and descends into blithering madness, with wonky visuals and disembodied voices providing the backdrop to a whistlestop tour of his fruitcake brain. Talking corpses make up the dream imagery. Wakey wakey, crazy man...

Whether it's in dream sequences, incoherent babbling or the photos scattered around his shitty flat, Max Payne's clearly a man who can't let go of the past. Unfortunately, neither can Rockstar – and that's not a very productive attitude when you're working in the most competitive genre in gaming. Max has been surpassed by all sorts of other ballistically brilliant titles recently and while it might be good enough on PC, a spectacularly lazy version puts it near the bottom of the pack on PS2. **Joel Snape**

■ **The rather annoyingly and pointlessly titled *Max Payne 2: the Fall of Max Payne* is out now.**

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Solid dive 'n' fire dynamics with plenty of challenge. – Ledge sections that are far too punishing.	+ The wobbly dream sequences are stylish. – Glitchy, twitchy and murkier than a pub toilet.	+ It pays to eavesdrop before you shoot people. – Max's angst-ridden monologues.

LIFESPAN

About ten hours – the PC version's more like six, but it's artificially inflated on PS2 thanks to wonky controls and lengthy loading. Erk.

MINUTES ... YEARS

IT'S BETTER THAN...
TWIN CALIBER

IT'S WORSE THAN...
MANHUNT

A pretty good PC game converted to PS2 by some people who clearly couldn't care less. If they can't be arsed giving you a decent game, why give 'em your money?

65

DETAILS
Developer: Sony Japan
Publisher: Ubisoft
Players: 1-2
Memory Save: 25K
Widescreen: No
50-60Hz: No
Surround Sound: No

TOP 5 PINS
- Pinball Wizard
- Pinhead
- Matthew Pinsent
- Safety pin
- Beyonce's legs

GAMEDIGIT
15
The number of 'psychedelic movies' you can unlock through pinball wizardry. "Yeah, groovy, the colours are, like, far out man..."

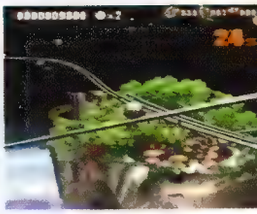
GAMEFAX
Old Skool / Realistic
Addictive / Hard

TRIVBURST
- 50 levels set in five different environments.
- Missions include destroying UFOs and saving flamingos from crocodiles.
- Four mini-games.

CLOSE ENCOUNTER: Avoid the evil aliens and their laser blasts of doom.

TWO-PIN BALLING

It's not all solo balling fun. Get a mate involved and you can go head-to-head in four sports-themed pinball face-offs. Being quite partial to a bit of the old soccerball, our favourite is the footie game which sees you bouncing the ball towards your opponent's goal in an amusing table football stylee. Okay, it ain't excatly *PES3* but it's a decent little diversion.

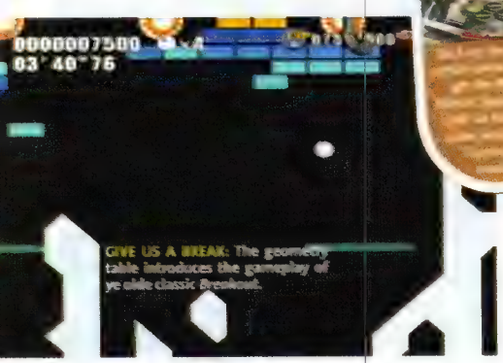


"TRAVEL BACK IN TIME TO WHEN PINBALL RULED THE GALAXY"

FLIPNIC

We'd like to see a deaf, dumb and blind kid play some mean pinball when bloody UFOs are attacking...

You're flipping away, rattling up the points with some frantic bumper bouncing and last second ball retrievals, when suddenly you hear the ominous whooly-hooly sound of an approaching UFO. You freeze. The familiar warning flashes up on-screen and you know you've got just ten seconds to escape the area before the flying saucer abducts your precious ball. There's a choice to make: do you wait to the last second, keep going for those bonus points and risk getting your ball caught in a bounce frenzy that'll eat up the time and result in it being whisked away by aliens? Or do you just turn chicken and get the cowardly-hell outta there? It'll be 'cluck-cluck' all the way if you've got any sense...



Let's face it, this scenario isn't one you're ever likely to encounter down your local pinball emporium/arcade/boozer, but then it's doubtful you'll have a drunken yob breathing death fumes on the back of your head if you're safely on the couch playing *Flipnic*. The problems with pinball videogames have always been the same: the absence of the atmosphere, the onlookers, the dread of losing your cash, the physical reality of slamming the ball, hammering the flippers and tilting the table in frustration. *Flipnic* still can't overcome these problems, but it gets closer than any game before it thanks to one elusive ingredient – imagination.

There are five themed tables to flip around on, including jungle, geometry and metal, each offering a cornucopia of possibilities. Your ball can escape the confines of the table to explore all manner of hidden areas, loop-the-loops and tunnels and it even gains new abilities, such as jumping to collect coins and firing lasers. Our favourite table is geometry which pays homage to legendary arcade puzzler *Breakout* with an old-skool visual style and the classic 'bounce ball into blocks' gameplay.

Of course, the most important element is still the basic pinball action and here there are no quibbles – the physics feel spot on and even without all the extra bells and whistles this would be an extremely accomplished pinball sim. And let's face it, any game that allows you to use the power of pinball to feed a gaggle of mischievous primates is always going to have a special place in our hearts. **Lee Hart**

■ *Flipnic* will be bouncing around from 23 January

PSM2 VERDICT

GAMEPLAY
+ Varied, complex and imaginative pinballing.
– It's still just pressing two buttons and ball flipping.

GRAPHIC
+ Themed environments with enticing neon glow.
– Losing sight of the ball amid all the detail.

SOUND
+ The cheesy easy-listening muzak rules.
– No shouting or swearing in the background.

LIFESPAN
Five tables, 50 levels, four two-player games and the pull of the hi-score chart will keep you balling for ages.
MINUTES — YEARS

IT'S BETTER THAN...
AKIRA PSYCHOBALL

IT'S WORSE THAN...
REAL PINBALL

The best pinball game we've ever encountered. Purists may scoff at all the fancy extras, but they turn a basic game into an imaginative, addictive romp.

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HITMAN 2
SILENT ASSASSIN

IO Interactive

eidos

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INFOSTRIP

DETAILS
Developer: Eden Studios
Publisher: Atari
Players: 1
Memory Save: 271kb
Widescreen: No
50-60Hz: No
Surround Sound: Yes

PREVIOUSLY IN PSM2...
"IF YOU THOUGHT 'SPLINTER CELL FROM THE MAKERS OF RAYMAN' WAS A SHOCK..."
PSM2#37

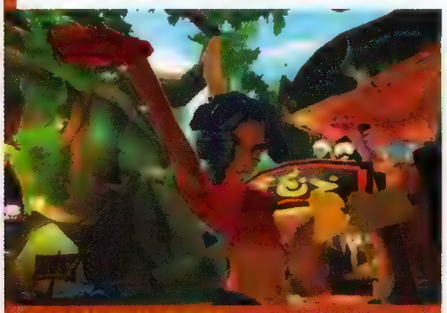
GAMEFAX
Platformer
Adventure
Beat-em-up
Sci-Fi

TRIVBURST
- 34 quests.
- Nine huge environments and none of it broken up by loading pauses.
- Mini-games to hone your skills in the central village area.

CHASE ME: The action kicks off immediately with a hectic getaway, aided by complete strangers.

DON'T WRAP IT

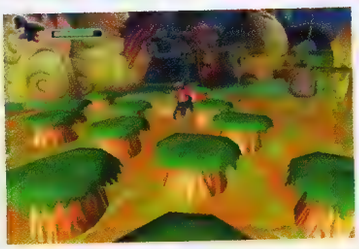
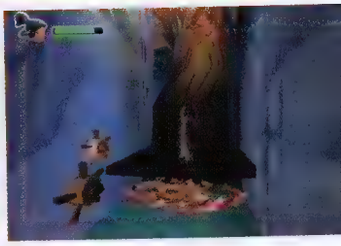
There's no time for that, Kya's going to need everything she buys right now. Once you're done gambling your money up in the mini-games (see Slide To The Sideshow), this is the place to spend it. And it's nothing as silly as new outfits, either – it's all vital stuff.


THIS IS A (WO)MAN'S WORLD: Kya starts off strong in spirit and gets stronger in body. How? A little light shopping...

SHOP 'TIL YOU DROP: The central village spans two layers – check out ALL the new stores for weapons bargains.

"TIME TO FALL FOR A GIRL CALLED KYA – FREEFALL, THAT IS..."

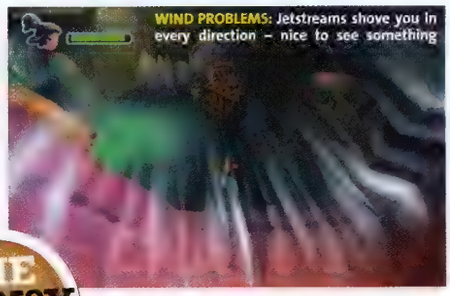
KYA: DARK LINEAGE

Or, how to get sucked through a wall and save your half-brother from your dad.

In Hollywood, everyone wants to be the first person to do something for the second time. The same thing is happening in games. So, just like for every The Fast And The Furious we get a Biker Boyz, for every *Burnout 2* there's a *London Racer World Challenge*. And now, thanks to the superb *Jak & Daxter* games, there's *Kya: Dark Legacy*.

Or, should we say, thanks to the original *Jak & Daxter* – the sequel has moved on, while *Kya* (pronounced to rhyme with 'tyre', rather than in a dismissive Wayne's World, "Kya, right" kind of way) is left gazing in awe at the original. It has a similar vibe, only not quite as good in a million small ways. So, to anyone who's played either of Naughty Dog's *J&D* games, this imitation – huge unbroken worlds, comedy characters, even a subtitle with the word 'legacy' in it – seems a little pale. But only a little, because *Kya* still manages to grow on you. *Kya*'s chief crime is in failing to capture the same degree of joy and wit as *Jak & Daxter* .


WIND PROBLEMS: Jetstreams shove you in every direction – nice to see something

THE MONEY SHOT

You're told to stand in a strange circle with your scooter. You do and it all ends up into a cannon... next thing you're falling miles to a tiny hole far below. Gulp.

But before we get into that, the good things. *Kya*'s opening moments throw you straight into a chase and while it's hectic enough to be entertaining it's never confusing. That said, it's not as dramatic as the one from *Beyond Good & Evil*'s recent demo... what you soon get, however, is perhaps the game's best element; flying. Well, falling. *Kya*'s world is windier than a five-year-old boy's trousers and you frequently find yourself swept along in vast currents, or freefalling thousands of feet towards

QUESTION...

Eden Studios, the developers of *Kya: Dark Lineage* are also quite handy at car racing games. What's their most well-known rally title?

DOT.COM

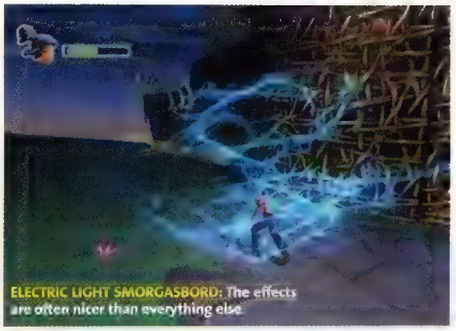
www.kya-game.com

The official site for Atari's game has some nice animations of Kya, running, jumping and falling. There's even a 'fun stuff' section with floating monsters.

ANSWER

The *V-Rally* series. We gave the third game a solid 81% in PSM2#24. It's no easy cookie, but well worth the effort we reckon...

GUSTY GUSSET: Kya searches the lands anxiously for her missing glove.



ELECTRIC LIGHT SMORGASBORD: The effects are often nicer than everything else

PSYCHO PATH: You actually meet friendly things on your travels. Not often, though.

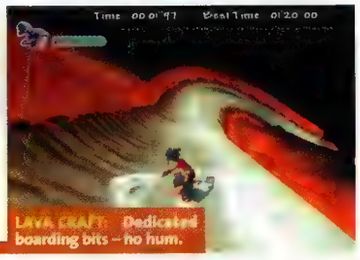
DOES MY BOMB LOOK BIG IN THIS?: Bomb machines – perfect convenience terrorism.

SLIDE TO THE SIDESHOW

Get bored of the main adventure and there are minigames to indulge in. Each centres around your abilities – magic board races, for instance, or perhaps livestock kicking. Really. You can even bet on the outcome and play against another player who, say, really likes kicking futuristic space pigs.

TRAINING: Each one uses a different skill.

MOUTH MONEY: Bet cash on your performance.



LAVA CRAFT: Dedicated boarding bits – no hum.

EXTRAS! EXTRAS! EXTRAS!

Tube riding and stealth

- Don't forget the shops are just a tube ride from anywhere. If you're struggling with a certain set of enemies it often pays to nip back and buy some gear. Five electrocution bombs, for instance, can easily turn the tide...
- Stealth is always easier if you've got the patience – so don't go storming in blind.

tiny gaps in evermore dangerous caverns. Sometimes you're blasted straight up (allowing you to collect the higher-placed orbs) and hitting the ground from such an altitude is as deadly as it looks. Fortunately, weird puffy mushrooms act like airbags and steering *Kya* towards them is testing enough to be exciting without ever causing random deaths. Air cannons also fire you around the enormous levels in a most convenient way, while tube-based jetstream 'elevators' connect you to the central village and mask loading times. As one of the game's few original elements it's a good one.

Also amusing is her ability to use the local wildlife to solve puzzles. Pressure plates can be activated by kicking football-like creatures onto them, and the same things can be lured from a distance by slicing fruit from a tree (your main weapon, a boomerang, is perfect for this). Bombs can also be dribbled and booted in the same way and thoughtful countdowns in the smoke above their fuses makes them very useful. Plus a child-proof top protects the youngsters from the bitter pills inside: enemies don't die, they're knocked out and await 'exorcising'. Yep, the Wolfen bad guys are really just Nativ good guys who've been put under a spell and you're doing them a favour by repeatedly kicking them in the head. Released Nativs then return to the village and open shops – as you do – effectively unlocking more and more items for you to buy with the coins you've rather predictably collected.

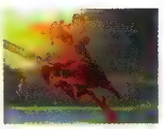
REGULAR EXORCISE: There's a twist to the violence. It's for their own good!

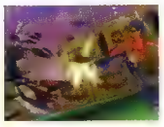
"FOR A SPRAWLING, FREEFORM ADVENTURE IT'S RATHER LINEAR"

All *Kya*'s animations are lovely, so it's a shame she and the others aren't put to better use in the often-wearying cutscenes. The game really falls down once the script comes out, as it's useless – long explanatory monologues, bad jokes, poor delivery and inexplicably impotent 'comedy' timing all kill the story stone dead. The funniest thing about it is the revelation that the guy who's preying on the Nativs, the evil Brazul, is *Kya*'s dad and is actually called Alan. If only Darth Vader had said, "Luke, I am your father, Alan," perhaps Star Wars would get more laughs.

It's also, for a sprawling, apparently freeform adventure, rather linear. The next area is frequently only accessible once you've returned to the quaint central village and bought something, such as a whistle (to tame and ride other creatures). Even then, Eden Studios seems to have realised the two-tier village and its expanding business district is potentially confusing and heavily signposts the route you should take. Literally – with massive neon signposts. But then, the whole game is like this – it's big, but not that open. It's great-looking, but not beautiful. It's amusing, but only to the very young and/or fans of fart gags. It has got a few new elements, but most you've seen before and it does them well, but not as well as its competitors... so it's pretty good. But not incredible. And it's not even the first to do this thing for the second time. **Steven Williams**

■ Kya: Dark Lineage *will be released in February.*





PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Great skydiving sections and some good kickings. – Jump around, collect stuff, buy upgrades,etc...	+ Colourful and often weird locations. – Sometimes weak and not the best of its type.	+ Hefty fight effects and big bomb noises. – Painful voice acting and occasional lack of music.

LIFESPAN

Lots of main story, plus a decent set of mini-games. Not as engaging as the plentiful competition, especially for adults.

MINUTES — YEARS

IT'S BETTER THAN...
RAYMAN REVOLUTION

IT'S WORSE THAN...
JAK 2 RENEGADE

Has some original elements and a good sense of pace throughout. However, it's childish and unadventurous compared to its obvious inspiration.

73

INFOSTRIP

DETAILS
Developer: Totally games
Publisher: LucasArts
Players: 1-2
Memory Save: 200kb
Widescreen: No
50-60Hz: No.
Surround Sound: Yes

PREVIOUSLY IN PSM2...
"A CHOPPY, GLITCHY WORLD WAR 2 FLIGHT SIMULATOR. WHO GIVES A SHIT?"
PSM2#37

GAMEFAX
Air combat | War | Realistic | Addictive

TRIVBURST
- 'Secret' and prototype planes, such as the flying pancake. We shit you not.
- Two-player co-operative mode, plus multiplayer.
- 30 single-player missions from England to Africa.

TIME TO DIE: Secret Weapons Over Normandy is undeniably dramatic, entertaining and chock full of unscripted drama. Swoop and barrel roll to blow the bad guys to bits. Top stuff.

HALL AND BOATS: If enough ships are sunk, you're sunk too. Geddit? Hey, it is Dunkirk after all.

WING AND A PRAYER: Dogfighting is great fun in LucasArts' latest.

"TALLY HO, PIP PIP, LETS TEACH THE HUN A LESSON OR TWO"

SECRET WEAPONS OVER NORMANDY

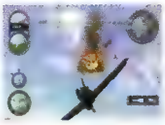
Chock 'n roll! It's plane to see LucasArt's latest flies high. (You're sacked – Ed)

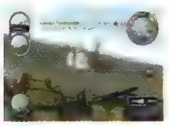
Frickin' bullet-time, eh? It's hard to remember when it *wasn't* a videogame staple, as prevalent on home consoles as it has been at the cinema in the wake of The Matrix. And while games such as *Max Payne* and, er, *Enter The Matrix* are perfectly entitled to a bit of slo-mo, it's a bit much to see it in a World War II dogfighting game...

It's called 'Time Reflex' in *Secret Weapons Over Normandy*, but much to our surprise it's more than a gimmick. Allegedly simulating pilots being 'in the zone', it makes targeting and shooting the flaps off a divebombing Stuka easier and more dramatic.

It isn't the only surprise the game holds. The developers were behind the excellent *X-Wing* and *TIE Fighter* games on the PC and their fast-paced blasting pedigree is evident here; forget the overwhelming level of detail and simulation found in most games of this type, this is analogue-twirling arcade action with nary a pre-flight check in sight. Fittingly, the game is tremendous fun. Dogfighting German fighters over Dunkirk, bombing bridges and taking down bombers over the cliffs of Dover is fast, frantic and comparably entertaining to something like the excellent *Colony Wars* on the PSone and perhaps even snaps at the heels of PS2 fare like *Jedi Starfighter*. Sadly, for all the brisk mid-air thrills, the game palls too quickly thanks to repetitive missions and the fact that, while the simple controls make for a brilliantly accessible game, it means there's little depth to proceedings and what you learn about your kite in the first five minutes of playing is pretty much everything that *can* be learned. Nevertheless, there's plenty of game here and the plethora of unlockable planes is a definite incentive to keep playing. While *Secret Weapons Over Normandy* is ultimately an easy game to love, you'll probably find a passionate affair here rather than a long-lasting marriage. **Jes Bickham**

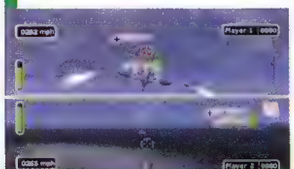
■ **Secret Weapons Over Normandy *is out now.***





FRIENDLY FLYER

***Secret Weapons Over Normandy* (just rolls off the tongue, eh?) can become something of a chore for the single player long before its 30 missions are over. Splendidly though, two-player co-operative action is available (although this *doesn't* include the main campaign) and playing with a mate really brings the game to life. There's more deathmatch modes too.**



TWO TO TANGO: Multiplayer is pretty damn fast and smooth. Good work.

DOVER SOUL: Fighting over the cliffs of Dover is always a pretty sight.

MAD PROPS: It's simple arcade fun. Don't expect any simulation guff here.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Fast-paced dogfighting is tremendous fun... – For a while, then it's a bit samey and repetitive.	+ Convincing terrain really helps set the scene. – Some planes lack detail, but explosions are great.	+ Rousing music and dogfighting noises. – The whine and roar can get a bit tiresome.

LIFESPAN
30 hefty missions and decent multiplayer options make this a keeper, but you could get bored long before you see the end.
MINUTES — YEARS

IT'S BETTER THAN...
FREAKY FLYERS

IT'S WORSE THAN...
JEDI STARFIGHTER

Brilliant, uncluttered flying fun, but the repetitive missions and lack of depth hurt the game in the long run. A great companion piece to *Medal of Honor*.

76

INFOSTRIP

DETAILS
Developer: Silicon Dreams
Publisher: Acclaim
Players: 1-4
Memory Save: 126K
Widescreen: Yes
50-60Hz: Yes
Surround Sound: No

GAMEFAX
Sport · Funny · Hard · Violent

SHIN KILLIN' KNEE: The consequences of a flying tackle are more serious on the concrete court.

"FOOTIE WITHOUT UNIFORMS OR GRASS"

URBAN FREESTYLE SOCCER

Extreme skill meets extreme violence in this Cantona-esque street footie romp.

INNER CITY: Gritty environments such as this skatepark look very cool.

Aiming to do for football what *NBA Street* did for basketball, *Urban Freestyle Soccer* takes the beautiful game back to the playground for some skill-packed, no-holds-barred footie action. But you can forget jumpers for goal posts, next goal wins and the like, 'cos these street kids have thrown the rule book right out the window. Going for the jugular is just as important as going for the juggle, so feel free to abandon the humble tackle in favour of the kind of waist high two-footed lunges that Steven Gerrard would consider a bit over the top.

But while violence certainly pays here, it's football skill that ultimately wins matches and 'nuff respect from your homies. All kinds of fancy flicks, turns, shimmies and juggles are available courtesy of an ultra-fluid beat-'em-up style combo system. There are no simple tap-ins here – if you haven't flicked the ball over your head three times, done a triple lollipop and pirouetted before lashing the ball home on the volley, then you're about as useful as Michael Duberry. Controls are totally instinctive and it's an absolute pleasure to indulge all those football fantasies that'd put you in traction if you tried 'em in real life.

The main Turf Wars game sees you taking on your city rivals with the aim of becoming the undisputed champ of urban football. Throw in a load of sweary voice samples and a selection of Blazin' Squad-style teams and you've got a hugely entertaining alternative to *PES3*'s realism.

■ *Urban Freestyle Soccer* is on sale 13th February.

PSM² VERDICT

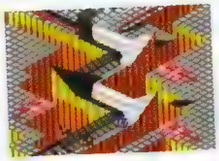
This is a footie game that favours outlandish moves and outrageous fouls over authenticity and it's a breath of fresh air for it.

72

INFOSTRIP

DETAILS
Developer: Midway
Publisher: Midway
Players: 1-2
Memory Save: 62K
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX
Old school · Funny · Budget release · Stupid



BLAST FROM THE PAST: If you remember this 'futuristic' driver you're definitely showing your age.

"JOYOUS MEMORIES OR EMBARRASSING OLD CRAP?"

MIDWAY ARCADE TREASURES

A treasure chest of coin-op legends, but should they have been left dead and buried?

Retro rules. Even the word itself sounds cool. Fashion, films, music, politics – you name it and its been retrofied to quality effect. In fact the only walk of life where retro doesn't really work is videogaming... Enter Midway's nostalgia-fest *Arcade Treasures*.

Thing is, because computer technology continues to advance at light speed, videogames simply don't age well – you only have to compare the original *Grand Theft Auto* (1997) with *GTA: Vice City* (released just five years later) to realise how rapidly games can become archaic. So what chance do the 80s coin-ops featured here stand of winning favour with today's gamers? Not much is the predictable answer.

With 24 titles available from the Midway/Atari archives we end up with a batch of all-time classics – *Defender, Gauntlet, Marble Madness, Smash TV, Super Sprint, 720°* – plus some obscure fillers that weren't even up to standard in 1986. Step forward the likes of *Satan's Hollow* and *Vindicators*. Being old gits, fully equipped with rose-tinted specs and able to remember playing most of these games in the arcades, we were stupidly excited about the games in this compilation. Just the thought of *Gauntlet* (best multiplayer co-op game ever!), *720°* (best 2D boarding game ever!) and *Paperboy* (best newspaper delivery game ever!) left us firm with anticipation. But, as often happens when excitement reaches fever pitch, it's soon followed by a frustrating wilting sensation. We guess it was just never meant to be...

Having been spoiled by 128-bit visuals, surround sound and the magic of three dimensions, there's simply no going back. What's the point of playing *720°* on your PS2 when you could slap in *Tony Hawk's Underground*? How the hell can *Spy Hunter* possibly keep up with its ultra-slick PS2 update? Fair enough, *Gauntlet* and *Marble Madness* still maintain some aging charm, but the vast majority of the titles here will just leave old school gamers disillusioned and wishing they'd stuck to occasional retro blasts courtesy of emulation. As for gaming newbies, you'll take one look at the antique pixels here, shake your head in pity then head off for another match of *Pro Evolution Soccer 3* – and the tragic thing is we'll be doing exactly the same (sob).

■ *Midway Arcade Treasures* releases on 23 January.

Those Arcade Treasures in full...
Spy Hunter
Defender
Defender II
Gauntlet
Joust
Paperboy
Rampage
Marble Madness
Robotron: 2084
Smash TV
Joust 2
Bubbles
RoadBlasters
Blaster
Rampart
Sinistar
Super Sprint
720°
Toobin
Klax
SPLAT!
Satan's Hollow
Vindicators
Root Beer Tapper

PSM² VERDICT

A retro gaming compilation that puts the 'no' back into nostalgia, despite offering a bunch of videogame legends. These games simply don't age well.

48

INFOSTRIP

DETAILS
Developer: Bits
Publisher: Kemco
Players: 1
Memory Size: 115KB
Widescreen: No
50-60Hz: No
Surround Sound: No

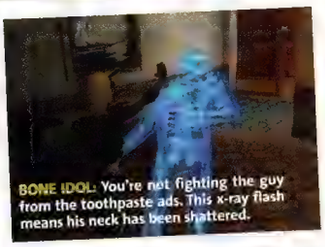
PREVIOUSLY IN PSM2...
"EVERYTHING MAY LOOK SOLID, BUT THE CONTROL SYSTEM IS ANYTHING BUT"
PSM2#41

GAMEFAX
Adventure
Lara Clone
Platinum
Shit

TRIVBURST
- Eight missions – each a unique mixture of accomplished annoyances.
- "*Rogue Ops*... is sure to catapult Kemco to the upper echelon of game publishers in 2003," says the press release. Hmmm...

THE SUFFERING: We guarantee you'll take ages to actually figure out that this grapple point even exists. Well, not now you've seen it...

WIDOW LICKER: Nikki is actually a Mum and wife, whose child and husband died horribly somehow in the past. Aw.



BONE IDOL: You're not fighting the guy from the toothpaste ads. This x-ray flash means his neck has been shattered.

EXPLODING SCREEN: Feed this generator some localised lightning from your Tazer to shut it down and deactivate nearby laser grids.

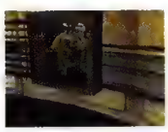
"GRAPPLING HOOKS, TAZER GUNS AND SKINTIGHT OUTFITS"

ROGUE OPS

Slinky women should be way better at slinking than bulky action heroes, surely?

EYE POD

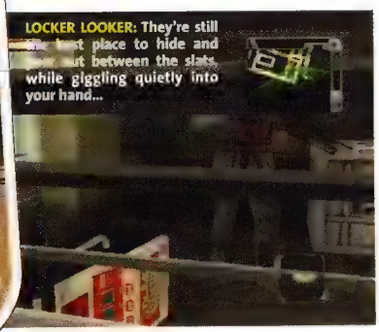
The only stand-out device in your lacklustre utility belt is this mad professor-ish eyeball reader. It uses a headache of flickering reticules to scan the retinas of distant guards, provided they face you and you can keep the damn thing still enough to zoom all the way in. The batteries for it only last around a minute, so be sure not to waste it watching ants having a fight.



Good design is invisible, they say. So, maybe it's fitting that stealth games need to be pampered with an incredible amount of clever, intuitive design in order for their secret agent stars to remain invisible. You need perfect controls to navigate your environment with the careful subtlety of a heart bypass, or your enemies will catch you falling about on a crate, staring at your feet and spinning on the spot. You need brilliant AI too, or you'll be able to take all kinds of liberties with your enemies that'll ruin the illusion of infiltrating deadly territory all too swiftly. But here we've a stealth game with the controls of a splatter painting and the kind of AI that doesn't know that the second world war is over.

Rogue Ops is like someone laying a piece of greaseproof paper over *Splinter Cell* and tracing a scrawl the best they could through the cloudy sheet. It's a poor copy, a derivative of all that's gone before and then some. Of those things in the game that actually work – shooting people, sidling up against walls before peeking around corners and leaping out like an assassin-o-gram on some unsuspecting sentry – you'll find no problem with them outside of the fact that they just feel inferior. Nikki's stealthy crawl is far more tangible than the sticky strafing of her upright movements, sure, but it still feels nowhere near as gorgeous as the sense of coiled, panther-like power of Sam Fisher's own crouched tip-toeing. You don't feel so much like a predator, as someone's feisty Mum.

The on-screen radar is an understandable pilfer from the *Metal*



LOCKER LOOKER: They're still the best place to hide and look out between the slats, while giggling quietly into your hand...

GAMEDIGIT

14 The payout in millions of dollars given to Tom Clancy when he signed up to write Without Remorse.

TOP 5 STASHES

- Lockers
- Behind a table
- Up some trees
- A fertile imagination
- Swindon

GAMEPIE

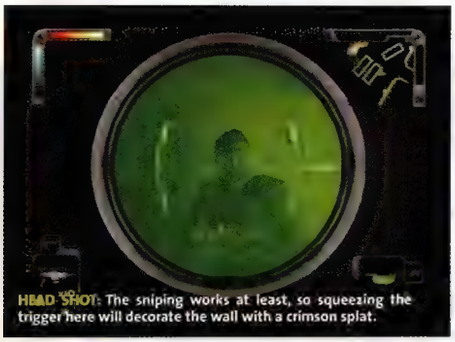
50% Disbelief over certain design decisions.
20% Shadows that don't work.
10% Saying "Rogue Plops more like."
10% Hideous voice acting.
10% Watching loading screen.

PUBTALK

The smart arse thing to say down the boozer.

"There's more stealth and intrigue involved in the watering down of this here drink than the whole of *Rogue Ops*."

EXTINCT RELIC: The Museum – where you're not allowed to be discovered – is where the frustration begins to really hit home.



HEAD SHOT: The sniping works at least, so squeezing the trigger here will decorate the wall with a crimson splat.

DARK MATTER: Look! It's a shadow that works! Well, it will once we've been standing in it for five seconds.

ALL YOU CAN HEAT Obligatory blurry-green-vision-thing lets you track nearby guards, or trace power sources through the wall.

EXTRAS! EXTRAS! EXTRAS!

PSM2 Fashion Advice

Ah. Um. Yes. Well? No. There aren't any bonus features as such, so we've made some up. Wearing the disc on your finger makes an inexpensive poking shield that allows you to prod animals or people and remain moderately protected from the knuckle up.

REAR GUARD

Chance upon an unwitting patrol sentry and you can crawl up next to his backside and pick his pocket with your teeth. Or you could deliver a fatal series of fractures to his bone-rigged body, accomplished by inputting a series of directions prompted by the combo wheel that appears on-screen. They teach the same moves – but backwards – at Chiropractor school.

ASSET MUG: Pickpocket a witless guardsman by trailing him at bum-level.

SLOW DANCE: Incorrectly input the stealth-kill combo and the guard will smell you coming.

"YOU HAVE TO STAND IN A SHADOW FOR FIVE SECONDS BEFORE IT CONCEALS YOU"

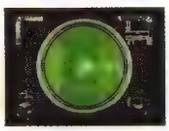
Gear Solid series. Hey, it worked fine there, displaying the movements and line of sight of any nearby guards/cameras. It works fairly well here, too, but thanks to the schizophrenic enemy intelligence – guards who can sometime see around corners but not spot someone crouched right in front of them – even this is a bit of a lottery, making for some very stilted play. It's hard not to base your strategies on anything but trial and error, especially when objectives and objects are so well obscured.

Which leads us on to the loaded gamble that is making use of shadows. If you've got food in your mouth swallow it before reading any further, because you'll only get it all down your chest: you have to stand in a shadow for FIVE SECONDS before it's actually capable of concealing you. Maybe shadows that lie are a genuine hazard in the field, but this takes the video game Darwin Award for senselessness. We'd understand the principle if you'd been discovered and needed to fade away from sight, but having to wait for darkness to start working is beyond comprehension. *Manhunt*'s excellent use of darkness is some kind of benchmark from which *Rogue Ops* falls far short, landing face down in a large pan of used condoms. That's even if you can find a shadow that actually works; most of the shade in the game seems to offer no cover at all. Madness.

And then you come to the icon system: You can only use your grapple hook, leap up to a ledge or move a crate if you can get it to flash with the action icon. Thing is, you have to look directly at it using your character's line of sight in order to get the icon to appear. You'll start biting the corner of the telly with gob smacked frustration when you realise that what you actually had to do in order to progress was just look *directly* at that part of the ceiling. It's as unintuitive as suicide and means that unless something has had an icon programmed into it, you can't climb over it. Not even a waist-high crate. It means that the game is not so much hard, as just plain stupid, stalling your progress with some feckless demands. Comparisons can often be a lazy way of reviewing something, but when the game wallows so openly and incompetently in the used bathwater of both *MGS* and *Splinter Cell*, it's hard not to castigate it for doing so. It's true, though: *Splinter Cell* makes this look like something you get free in your breakfast cereal. *Rogue Ops* wears its inspirations on its sleeve and its trousers around its ankles, stumbling from it's own design choices as much as its inability to copy the quality of games like *MGS2* with any kind of fidelity.

Let's hope this hits the shelf at some record-breaking price because unless you get some kind of kinky secret thrill of 'being' the girl, we can't see any other reason for you to go near it. Let alone wait for five seconds nearby. **Steven Bailey**

■ Rogue Ops is due to waddle forgetfully into shops on 6th February. Then it'll trip over it's own feet. Probably...



QUICK DRAWER: Rifling through the filing cabinets takes a few seconds, but often unearths an essential piece of kit.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ When you're not stuck, it's passable stealthing. – Weird game mechanics cause palpitations.	+ Slightly cartoonish – bright and clear. – Visuals that have been carved with a blunt knife.	+ Music is actually quite good, albeit repetitive. – Sound effects from Pound World.

LIFESPAN

If you make it to the end of the third mission you deserve some kind of large cash prize. Or a slap.

MINUTES — YEARS

IT'S BETTER THAN...
ELECTIVE SURGERY

IT'S WORSE THAN...
EVERY OTHER STEALTH TITLE

A redundant and malnourished take on the covert ops genre that's castrated by poor control, retrogressive design decisions and bum-faced AI

38

INFOSTRIP

DETAILS
Developer: Argonaut
Publisher: SCEE
Players: 1
Memory Save: 377K
Widescreen: No
50-60Hz: No
Surround Sound: No

PREVIOUSLY IN PSM2...
"THE ABILITIES OF THE LITTLE FREAK ARE PRETTY IMPRESSIVE"
PSM2#41

GAMEFAX
Platformer | Original | Manga | Funny

TRIVBURST
- Five central areas, with dozens of missions between them.
- Loads of different gaming elements stuck together.
- Gorgeous cartoon visuals and nice comedy touches.

"BRIGHTLY COLOURED ROBO-NINJAS AHOY! WHERE TO FROM HERE?"

I-NINJA

Unlearn all you have learnt, young ones... This is the new.

Pfff. You can keep your *Tenchu*. Stick your *Crouching Tiger* where the sun don't shine. Forget stealth kills and sneaking around – what ninja games really need are masked men with inflated heads rolling around attached to bowling balls and boxing matches between giant mechs. Honest, they do. Really.

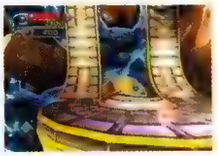
I-Ninja's a curious concoction. Being the product of co-operation between Namco and UK coders Argonaut and published by Sony. The thing is it feels like a Namco game right away – bold, brash and brilliantly crafted – so why they didn't develop it themselves is a mystery. Whatever, it makes no difference to the quality of the game.

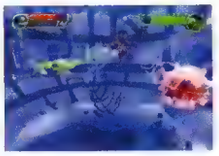
Rather than being a stereotypical platforming or action game, it's a huge melting pot of diverse ingredients, all thrown together to make a tasty ninja pie. Each of the game's main areas serves as a hub, through which Ninja (imaginative name, huh?) can access different missions – depending on which belt (yellow, green, red, etc) he's earned. The thing is you never quite know what to expect. Sometimes you'll be wading through enemies with your increasingly-powerful Katana, other times you'll be running the gauntlet through jets of flame while balanced on a barrel of gunpowder. Then you're in a nuclear-powered sub facing off with a massive mechanical fish, before a spot of rail grinding and fending off invading fleets of ships with a mounted gun turret.

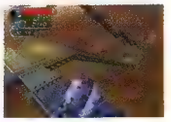
This could so easily have gone wrong, but Argonaut have balanced the different elements spot-on and you don't ever feel that you're getting bored of the individual bits. Ninja's range of skills is always entertaining – whether running along walls, swinging around on the end of a chain, chucking shurikens, or running back and forth in half pipes like *Sonic The Hedgehog* . The hero's one-liners even provide enough comedic relief to break out a wry smile now and again.

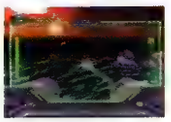
Sure, many of *I-Ninja*'s elements have been used before (*Prince Of Persia*'s wall-scurrying springs immediately to mind), but Argonaut have cleverly glued everything together into a package that *feels* fresh. It mightn't be everyone's idea of ninja cool, but there's already a warm place for it in our affections. Top stuff. **Adrian Lawton**

■ *I-Ninja* is released in March.









ROBO WRECKER

It's not all about shurikens and swordplay y'know; there's plenty of other stuff crammed into *I-Ninja* too. Take this early Boss fight, for example. Climbing on board a huge mech, Ninja takes on this big oaf in a bizarre robo-boxing bout.

MECH HUM UP: Use the left stick to dodge his blows, then let rip with one of your hooks or an uppercut. Whack!

ROCKET AND ROLLING: After a while he'll step back and fire off salvos of rockets, but they're easily dodged or destroyed.

KNOCKOUT ROBO: Keep plugging away at him, being careful of his headbutt move. He'll soon be off to Davy Jones' locker.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Brilliantly varied and thoroughly entertaining. – Perhaps a little too easy for some in places.	+ Appealing style that's colourful and cutesy. – Not what you'd expect from a ninja game.	+ Amusing voice acting and in-game tunes. – Might all be a bit too 'comedy' for some.

LIFESPAN
No multiplayer, but dozens of missions – all of which can be re-visited whenever you'd like to try and improve your scores.
MINUTES — YEARS

IT'S BETTER THAN...
SHINOBI

IT'S WORSE THAN...
JAK 2

A hugely entertaining mish-mash of gaming elements, wrapped in a glossy package. Nothing like any ninja game you've ever played before, we promise.

85

SHOOT

CODE : 7277
A-C-E-H-K-M-N-S-Z

SIBERIAN STRIKE EPISODE II
CODE : 9892
C

EARTH INVASION
CODE : 8691
A-H-I-N-S

PLANET ZERO
CODE : 1673
A-C-E-G-H-J-N-S

RAINBOW SIX URBAN CRISIS
CODE : 3513
A-H

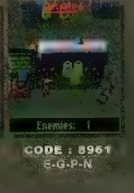
ACTION

CODE : 1240
C-E-N-S-T

TOM CLANCY'S SPLINTER CELL
CODE : 1294
A-C-E-G-J-K-M-N-Z

NIGHTMARE CREATURES
CODE : 2283
E-N-S-T

RAIL RIDER
CODE : 4656
A-H-N



RAINBOW SIX 3 RAVEN SHIELD
CODE : 8961
E-G-P-N

SPORTS

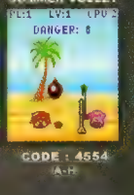
CODE : 6823
A-C-E-N-S-T

SPEED DEVILS
CODE : 8942
A-C-E-H-I-N-Z

SKATE & SLAM
CODE : 1848
A-C-E-H-I-M-N-S-T

RAYMAN BOWLING
CODE : 1464
A-B-C-E-G-J-L-N-P

RAYMAN GOLF
CODE : 6090
A-B-C-E-H-I-N-Z



SUMMER VOLLEY
CODE : 4554
A-H

PUZZLE

CODE : 7322
A-B-C-E-H-I-M-N-Z

CLUSTER PIRATE
CODE : 8142
A

GAMELOFT CASINO
CODE : 5406
A

LOCK'EM UP
CODE : 6451
A-H

ADVENTURE

CODE : 2955
C-E-K-N-S-T-Z

GULO'S TALE
CODE : 9867
K-M-N-S-Z

PRINCE OF PERSIA HAREM ADVENTURES
CODE : 4074
A-C-E-G-I-J-K-L-M-N-P-S-T

RAYMAN 3
CODE : 1189
C-E-K-N-S

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Then follow the instructions Make sure, your phone is WAP-enabled.

To check compatibility, match the letters between phones and games.

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*Siemens S55, M55 : G *Siemens SL55 : P *Siemens M50 : H *Siemens C55 : I *Siemens MC60 : J *LG 5300i, 5400, 7100 : L
*Sony Ericsson T610 : B *Motorola T720 : M *Motorola V300, V500, V525, V600 : K *Sharp GX10 : S *Sharp GX20 : T *Sagem My V-65: Z

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INFOSTRIP

DETAILS
Developer: Studio 33
Publishers: Sony
Players: 1-16
Memory Save: 982K
Widescreen: No
50-60Hz: No
Surround Sound: No

TOP 5 CRASHERS
- Evil Knievel
- The Jackass team
- .. Bandicoot
- Dan G's computer.
- Barry Sheen

GAMEPIE
50% *Rumble Racing*
30% *Crazy Taxi*
15% Your Gran's driving
5% your driving

GAMEFAX
Driving
Shit
Easy
Online

TRIVBURST
- The first Destruction Derby was a PSone launch title.
- This is actually the fourth *DD* title
- Previously responsible for Sony's *Formula One*

COMING THROUGH! Pedestrians scatter in terror as the madman in their dented motors crash down.

STICKY OUT BITS ARE GOOD

Progressing through the short championship earns you various parts for your car. Some bits make it stronger, while the outrageous construction on the back of this one is a nitrous boost outlet. Never mind that nitrous doesn't work that way at all. You can work through this mode with each car, upgrading it as you go, should you be mentally unbalanced or perhaps in prison.

FLASHY MOTOR: No, it's not a transformer, it's just a motor car with a Nitro boost kit. It's not even a particularly fun car to drive.

"THE BEST PLACE TO LET OUT YOUR AGGRESSION: BEHIND THE WHEEL"

DESTRUCTION DERBY ARENAS

You won't remember this generic, underpowered crash-fest after a few weeks.

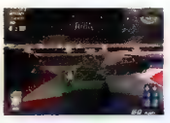
Never mind lines, apexes and braking points, sometimes you just want to smash cars up. Unfortunately, after playing this you'll want to smash your PS2 up as well. Or just lie on your face on top of a hill until frostbite clouds your eyes. *Destruction Derby Arenas* should be chaotic and fun, but it's actually just random and dull.

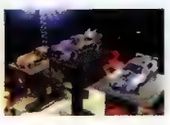
It's playable by up to 16 online, but none of the game's faults are solved by having other humans controlling the cars. Armour upgrades are basically undetectable, but bigger boosters do help – beyond that, there's little point to any of the stuff you gain. While the cars do differ it's only because some are more awkward to control than others. Meanwhile, the tracks are a mixture of arenas and circuits, but both are disappointing. Oh dear...

Many circuits, despite featuring hazardous crossovers, tons of breakable stuff and diverging paths, are boring. Why? There's little to slow down for – you spend 99% of the entire game with the irritatingly heavy throttle mashed dumbly into the pad – so anything but gentle collisions are hard to come by. Make your way from pick-up to pick-up and you might get the boosts, bonuses and attacks you need to score some points, but it's random. You can spend the whole game driving the same way (there are really no skills to learn) and still yo-yo from being 50,000 points ahead in one race to 50,000 points behind in the next. On circuits there's action and explosions, but it always seems to be happening to someone else. Conversely, in the arenas it's too easy. Find a tangle of cars and plough into it, or shove them over the edge. Too easy by far. Not even pinball tables flipping you into the air or B-movie monsters spurting fire can save it. The fitful, misfiring attempts of the camera to do 'dramatic' angles hardly help either. It's not unusual for them to wander right through walls either. Oh and in-car the drivers are less realistic than Lego men with poles up 'em. To think, *GT3* and *Burnout 2* run on the same machine. *Honestly*. **Steve Williams.**

■ **Destruction Derby Arenas** *is crashing now.*

THE MONEY SHOT





PSM VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Easy to master immediately. – Consequently very dull after that point.	+ Well, they're nice and bright at least. – Blocky and basic with overcooked motion blur.	+ Commentary fits with the cheerful presentation. – The squealings of a coke-addled hillbilly retard.

LIFESPAN
The championship is very brief and not challenging enough to last, even with the online option.
MINUTES — YEARS

IT'S BETTER THAN...
R: RACING EVOLUTION

IT'S WORSE THAN...
BURNOUT 2

What should have been a cathartic slice of immediate madness is just a boring mess. Get *Vice City* and race the Hyman Memorial Stadium instead.

42

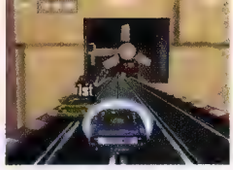
INFOSTRIP

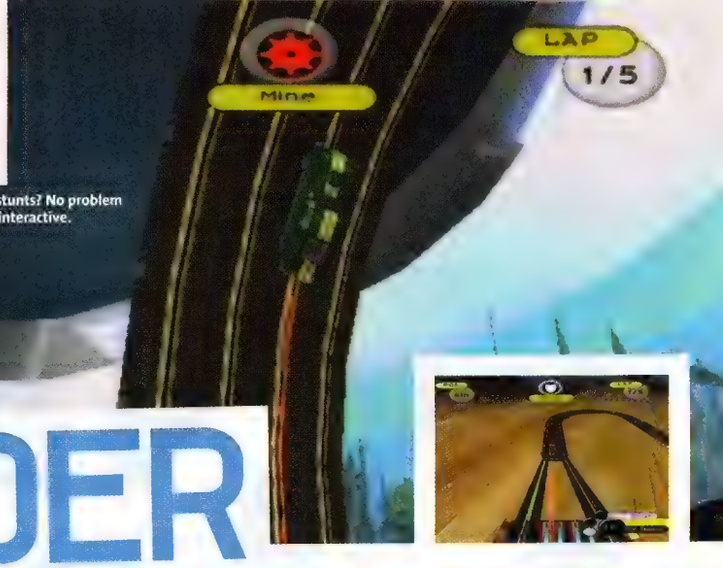
DETAILS

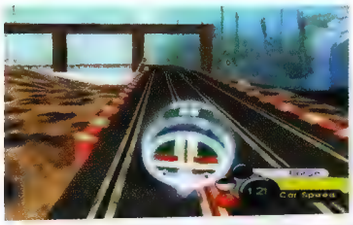
Developer: King of the Jungle
Publisher: Play it
Players: 1-2
Memory Save: 171K
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX

Driving | Budget | Stupid | Shit





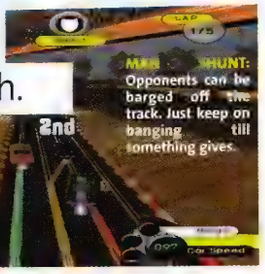


LOOP DREAMS: Crazy stunts? No problem as this game is hardly interactive.

"A SIMULATION OF A SIMULATION? HMMMMMM..."

GROOVE RIDER

He's ditched the drum'n'bass, abandoned Fabio and gone it alone in the toy car business. Not really though.



MAN HUNT: Opponents can be barged off the track. Just keep on banging till something gives.

Slot car racing – for those who don't know – is American for Scalectrix, which means what we have here is a virtual replication of an activity which requires you to watch small toys cars whip round a track while monitoring their speed slightly. Now, you'd think that wouldn't make a very good videogame... and you'd be right. So with this in mind, developers King of the Jungle have cheated slightly. What they've done with *GrooveRider* is include magic toy cars that can hop between four different track grooves. The groove choice becomes important not only for blocking off opponents and for taking the inside lane, but also because the tracks are littered with hazards and power ups. Take the right groove and you'll be skipping the light fandango; choose unwisely and your fanged hotrod will be back-flipping out of contention. For the rest of the time all you have to do is watch as all the cornering is automatic, so the real test is keeping awake for the all important groove switching.

Now, while this all sounds about as much fun as playing with an abacus, *GrooveRider* isn't that bad. No, really. For starters it's cheap as it's from the Play It range, it's light on the zany, so isn't offensive and lastly it tricks you into thinking it's easy, so you think you should be able to beat it. And when you can't, you have to play it again, generating a bizarre addictive quality as you don't want to be beaten by a game that should be really easy. I mean how do you 'lose' at Scalectrix? We're not saying it's good, we're just saying it's got us spooked somewhat. **Jorin Sievers**

■ Groove Rider *is out now for all slot car gurus.*

PSM2 VERDICT

Not as hideously boring as we might have made it sound. Groove Rider is strangely compelling, despite it's many limitations.

52

INFOSTRIP

DETAILS

Developer: ITE Media
Publisher: ITE Media
Players: 2 players
Memory Save: 171K
Widescreen: No
50-60Hz: No
Surround Sound: No

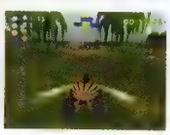
GAMEFAX

Driving | For Kiddies | Easy | Shit

"CRAP THINGS ARE AFOOT IN YOUR GARDEN"

HUGO BUKKAZOOM

Hugo – cool, modern, irreverent. Your fragrance, your rules, your... wait a second?



Fun anyone? Well check this out; *Hugo*, yeah *Hugo*, well he's got a mini-kart game! A mini-kart game with a difference as there's no tracks. Instead *Hugo* and his assorted pals buzz around open levels passing through gates! Come on! And if that wasn't enough the gates have legs so they move around! So, just when you're about to pass through them, they move! Ha ha ha, I'm struggling to contain my merriment! Oh look I've missed the gates... 'cos they moved! Ha Ha! Oh no, what's this?! I've missed the pissing gates again! Ha Ha Ha Ha.

Hugo is a shitheel. He looks like Klinger from M*A*S*H, rides insects asses and has about as much charm as a pebble. Also he sounds like when you try and put on a funny voice with no preparation and it just comes out inconsistent and faintly ethnic.

If he was lead character in *Vice City*, we wouldn't touch it, so when his games are just as repellent as he is then there's no reason why you should think twice about owning *Bukkazoom* because it's not just Hugo that's the problem. The environments are hideously lazy, the karts are as pleasant to handle as a bag of baby heads and the whole relentless upbeat nature of the thing gives you an instant ice cream headache. The developer has taken the usually bomb-proof mini-kart style of game then bled it dry of every drop of joy, leaving behind an evil empty feeling like bereavement, but without any of the dignity. Only *The Flintstones: Viva Rock Vegas* has matched *Bukkazoom*'s determination to spread misery through mini-karts and both should be shunned. And don't give it to any younger relatives either, because a pillow over the face in their sleep would *almost* be more of a treat. **Daniel Griffiths**

■ Oh... what the hell: *Hugo Bukkazoom* is out now.

PSM2 VERDICT

What can we say? Ummm... We don't much like Hugo. It's lucky he doesn't live local as if we saw him, we'd kick his tiny teeth in.

17

INFOSTRIP

DETAILS
Developer: Capcom
Publisher: Capcom
Players: 1
Memory Save: 171Kb
Widescreen: No
50/60Hz: No
Surround Sound: No

GAMEFAX
Horror
Sequel
Violent
Hard

TRIVBURST
- Five different scenarios to adventure through
- Eight different characters to play as
- Japanese version included online play
- New weapons

"C'MON FELLAS, LET'S GIVE THE MAN A HAND..."

RESIDENT EVIL

PSM2 SILVER AWARD

"THAT'S WHY RESI OUTBREAK IS SO GOOD. IT'S A KIND OF 'RESI'S GREATEST BITS"

QUESTION...
Name the genius Capcom Producer who invented *Resident Evil* and the entire survival horror game phenomenon?

GAMEPIE
50% *Resident Evil 2*
25% *Resident Evil 3*
10% *Resident Evil*
10% *The Thing*
5% 28 Days Later

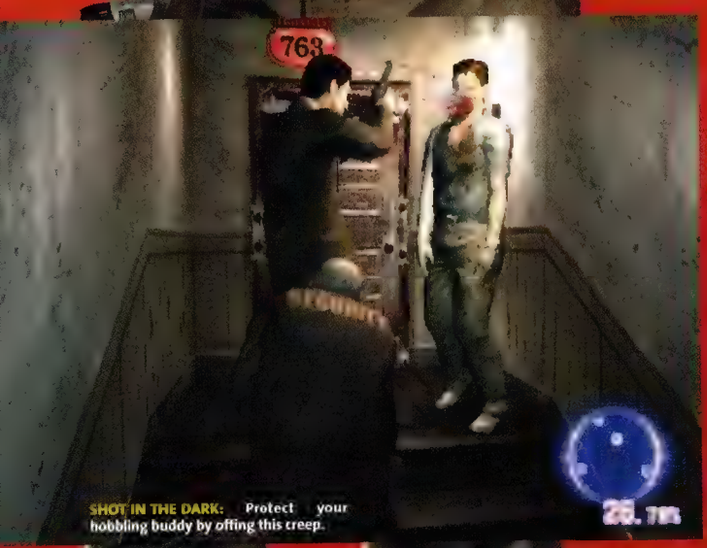
TOP 5 GUNS
- Shotgun
- HOW gun
- Magnum
- Beretta
- Rocket launcher

ANSWER
Shinji Mikami. As a reward he was promoted out of the development loop dur... The good news is that he'll be back soon with *Killer 7*. Lots more soon.

PSM2 GAME OF THE MONTH

OUTBREAK

Capcom hint it won't be online – the UK goes mad. But is the lack on online play such a great loss?

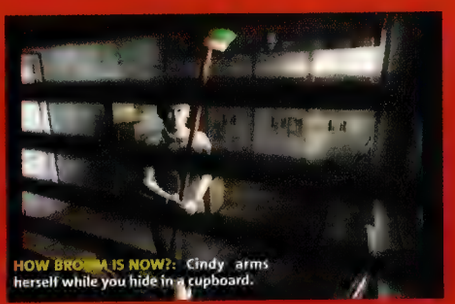


SHOT IN THE DARK: Protect your hobbling buddy by offing this creep.

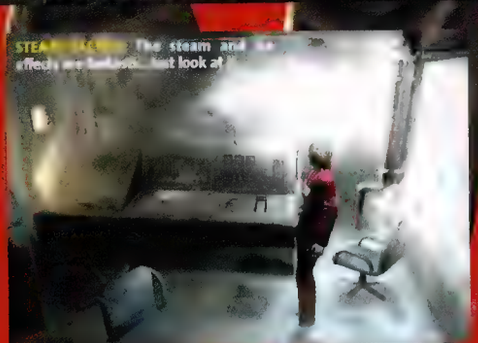
At the time of writing this review it is Christmas. The streets outside are strewn with drunkards and yuletide logs. We're typing with one hand, packing off the final pages of this magazine with the other and thrusting pants and PS2s into knapsacks with a spurious third hand, ready for the long journey back to see our Mums for a fortnight of pretending to be 14 again. Everyone loves being comfortable, being in familiar surroundings, returning to the bedroom you spent half your life in. Which is why *Resident Evil: Outbreak* is so good. It's a kind of '*Resi*'s Greatest Bits'. Like eating a bacon sandwich safe in the knowledge that your clothes are being carefully ironed in the room next door. And the James Bond film is about to start.

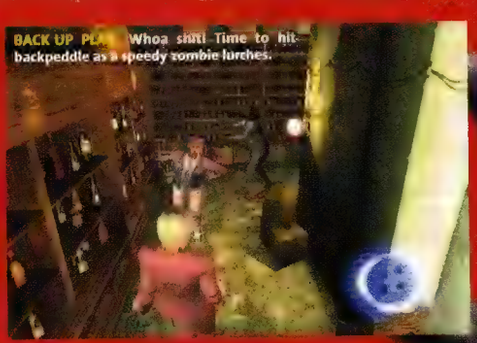
It wasn't always like this. When we first heard about *Resi: Online* (as it was then) and splashed it on the cover of PSM2#33 it was online only and we described it as being the "first real reason to buy a Network Adapter in PSM2#37. So when the shitshell dropped that the game wouldn't be online in the UK we almost choked on our collective bile. OK, Capcom *haven't properly said that it won't be online* but let's just say it's 'unlikely'. Like phlegmatic taff Dan-D wearing an England rugby shirt-type unlikely.

So Japan get a single-player game plus an online team version and UK is heading for just the single-player game. A disaster? Not necessarily. ►



HOW BROOM IS NOW?: Cindy arms herself while you hide in a cupboard.





BACK UP PLAN: Whoa shit! Time to hit backpeddle as a speedy zombie lurches.

Import Reviews

PLAYED TO DESTRUCTION BY PS2 EXPERTS

WATCH IT ON THE DVD VIDEO

HAUNTED HIZOOSE: Kevin and Jim argue over who's turn it is to change the sheets.

EXTRAS! EXTRAS! EXTRAS!

New Outbreak stuff!

- New team communication and gameplay.
- New physical attacks alongside the usual gunishment.
- New left-stick direct control (with old-style rotate 'n' move on the D-pad).
- No ink ribbons! But typewriters still save.

DOING IT FOR KICKS

Now (when you hold down the L1 button) it's possible not only to shoot the equipped weapon (with ○) but also to perform a new physical move with ⊗. Cop Kevin kicks, Dr. George shoulder charges, while poor defenceless Yoko craps herself and runs away.

THE CRAWL GUY: You're down, but not out. You can now crawl on the floor to escape zombies or access air vents and the like.

RECOIL: Alyssa's dodge move gets her out of trouble quick.

HELPING HAND: You can help an injured mate to safety.

Whoa momma. Get this – you can *put things down*. No more will you have to eat herbs you don't need or fire off fruitless shots just to clear an inventory space. You can pick up the new item and sacrifice something you think you won't need. Then you can come back later and pick it up if you like. This just feels a lot more natural. And ditch any memory of magic teleporting crates too.

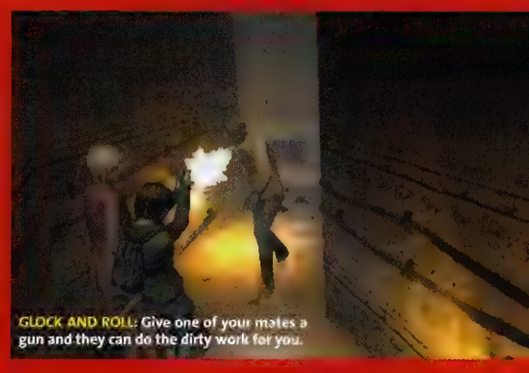
TAKING THE LEAD

It's possible to take items from (and give items to) your buddies. After choosing a character, each scenario (story) begins with you and two AI-controlled mates. They run around picking things up, healing themselves (and you), loading guns and opening fire. You have a limited vocab of commands you can give via the right stick and the ability to hide while they kill zombies or to tap them up for a green herb from time to time is great. However, given the AI team-play in *Conflict: Desert Storm* or *The Thing* this lot are very unpredictable – disappearing off at inopportune

"IT'S HARD TO IMAGINE REAL PLAYERS BEING ANY MORE COMPETENT OR LESS ANNOYING"

► What we hadn't banked on was the diversity and size of the five single-player scenarios in the game. Described in an off-hand manner by insiders as 'mini adventures' they are – we're pleased to report – brilliantly sizey. Given that there's five of them you've a game with the total and weight and mass of *Code: Veronica* – easily. And, if anything, the violently different, disconnected episodes allow the game to be even more diverse than the traditional 'single' *Resi* adventure. Some are set in Raccoon city, others in Umbrella secret bases. It's the best of all (*Resident Evil*) worlds.

Additionally another new feature is the creation of eight different characters with which to play. Clearly inspired by the need to give online players a believable alter ego they nevertheless have different abilities.



GLOCK AND ROLL: Give one of your mates a gun and they can do the dirty work for you.

COOL GUY WITH A GUN OR SCHOOLGIRL WITH A BACKPACK?

There are eight different characters on board. The guys are good with guns and tools, Yoko the student has a spacious backpack and Alyssa is – yes – 'the master of unlocking'. In practise they're all much of a muchness. Alyssa's ability to pick locks instead of having to dick around finding the key makes her a good choice for beginners and the ladies can handle a gun as well as any of the fellas – so why not treat yourself?

KEVIN RYMAN

Good with a gun, Kev is pure STARS-style copper.

JIM CHAPMAN

The subway conductor is less likely to be attacked.

CINDY LENNOX

Waitress Cindy can carry loads of healing herbs.

DAVID KING

His plumber's tools let him make new weapons.

ALYSSA ASHCROFT

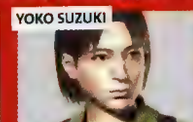
The sexy reporter comes with four lock pics.

MARK WILKINS

Burly guard Mark can take a good nibbling.

GEORGE HAMILTON

Dr. George can mix herbs to increase their powers.



YOKO SUZUKI

Student Yoko has a spacious backpack.

"WE KIND OF LIKE IT BUT BOY, WILL IT PISS YOU OFF AT THE START"

SOL SHAMBLE: The zombies stumble about as usual, but they can really peg it when they want to. And there's lots more of 'em...

THE ROOF OF THE PROBLEM: Use this advertising hoarding to cross to another building and escape.

moments – and frequently annoying, gabbering a library of stock phrases ranging from "Dear God!" to "No shit!" Of course, in the 'proper' online game these players would be 'real' people. Though it's hard to imagine 'real' players being any more competent or less annoying.

Special mention must go to the new T-Virus meter. Get bitten in an attack and the T-Virus slowly takes over your body. Each successive nibble speeds up the descent into zombiedom and only sparse drugs dotted around can slow it down. The result is that the game can become a race against time as you struggle to make it to the end before you snuff it, but certain scenarios become impossible if you cop a chomp early on. It's a 'new feature' certainly, but one which is more a 'pain in the arse' than radical gameplay enhancement. Plus – in multi-player online mode – turning into a zombie allows you to play *as a zombie* and run about and chomp people. Unfortunately in single-player mode it just makes you flop onto the floor dead. It serves more to remind us that offline we're missing a trick.

FANCY A BITE?

And chances are you'll be getting nibbled quite a bit. There are now more zombies on-screen at once (we counted eight at one stage) and they can now come through doors and chase you from room to room. There's no comfort to be drawn from clearing an area. Come back and another hoard of undead will have crept in from the street and taken up residence. Both of these factors make *Outbreak* bastard hard – plus bringing up the ammo/health menu now no longer pauses the game so multi-button push reloads and health-ups need to be done on the fly – while you're getting mauled. We kind of like it but boy, will it piss you off at the start.

Another new feature is the ability to break down doors, bypassing the familiar (boring?) process of finding keys. Some characters are better at this than others however. It's like the game wants you to have fun rather than adhere to strict, unrealistic *Resi* rules.

Outbreak – even minus it's online mode – feels like the first proper shake up Resi has had. The switch to true 3D (first done in *Code: Veronica*) actually had less effect to the gameplay than the new abilities to crawl, kick stuff open, kick, punch or dodge (depending on your character) and persistent, numerous and *believable* zombies.

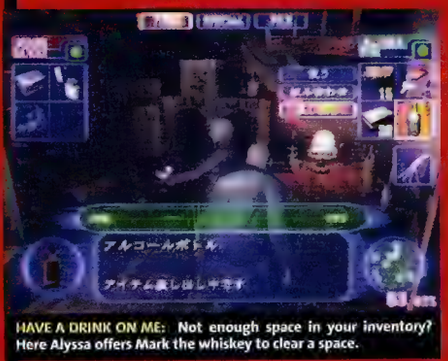
Who knows, Capcom may include online in the UK. But even without it *Outbreak* still does *Resi*'s good name proud. **Daniel Griffiths**

■ *Outbreak* reaches the UK in Spring 2004.

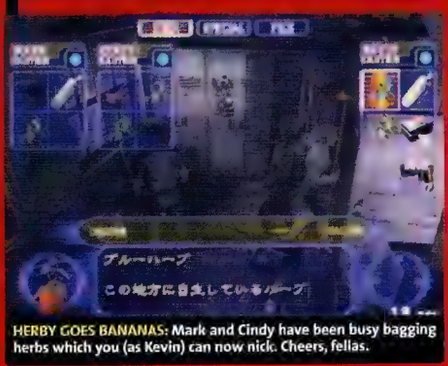
IT'S A GAME OF GIVE AND TAKE

One of the main new features is the interaction between you and your AI-controlled buddies. Firstly you can 'talk' to them by pressing ⓐ. This makes you utter such relevant comments such as "Interesting", "I'm tired", or "How will we escape?". Err... great. More usefully, the right stick allows you to say 'Come', 'Go', 'Help' or 'Thank you' by pushing up, down, left and right. Most of the time they respond too.

The reason for doing so is to keep them close at hand when you need to take items from them or give them guns or ammo so that they can defend you when faced with another swarming zombie attack.



HAVE A DRINK ON ME: Not enough space in your inventory? Here Alyssa offers Mark the whiskey to clear a space.



HERBY GOES BANANAS: Mark and Cindy have been busy bagging herbs which you (as Kevin) can now nick. Cheers, fellas.

BOOZY NINE MILLIMETRE: The first weapon you find is left on the bar for you. Nice of Mark...

TERMINAL VELOCITY: Will you use the computer to enter the doorcode? That'll be a 'yes'.

TICKET TO HIDE: You can now hide behind and under things.

GALLERY INCREASE: The detail is amazing. And there are plenty of things to examine more closely.

THE MONEY SHOT

PSM VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ The elusive combination of familar and surprising. – Blundering team-mates make things super-tuff.	+ The best-looking, most-detailed *Evil* ever. – Some poor collision detection at times.	+ Great FX and and moody music throughout. – Bloody awful voice acting. Of course.

LIFESPAN

It'll take you as long to finish as *Code: Veronica*, but you'll see a lot greater variety in locations and zombies on the way.

MINUTES — YEARS

IT'S BETTER THAN...
THE THING

IT'S WORSE THAN...
ONIMUSHA 2

Assessed solely on the single-player mode this game is a sizey, different and diverse lump of still-classic *Resi* gaming. Add online and add 5% to that score.

86

INFOSTRIP DETAILS
Developer:
Publisher:
Players:
Memory:
Widescreen:
50-60Hz:
Surround Sound:

GAMEFAX
Survival Horror
Sequel
Top Cards
Realistic

TRIVBURST
- Unique camera combat
- Low levels of violence
- Deliberately poor

"ONLY A MAGICAL CAMERA STANDS BETWEEN YOU AND THEM"

FATAL FRAME 2 CRIMSON BUTTERFLY

Tecmo's spook-snapping thriller returns and scares us silly...

Horror games don't frighten us. No siree. *Silent Hill*? We can handle you – full blast on a 90-inch screen, alone on a stormy night in the world's most haunted house. Bring it on. *Resident Evil*? Yeah, you and your mates pal. *Fatal Frame 2* you say? Do your best sonny. Oh. Er... actually, this is a bit creepy. Jesus, what was that? Okay, point made, thanks. Fer cryin' out loud, someone switch the light on, we're scared. Mummeeee...

Tecmo's nerve-jangling *Project Zero* sequel focuses on the tale of twin sisters who become involved in some ghostly goings on in an abandoned village, whose inhabitants were involved in bizarre ritualistic behaviour and suffered a bloody fate. It's kind of Blair Witch meets the Wicker Man with shades of Don't Look Now, plus an advert for Boots photo processing. It all adds up to something genuinely disquieting and nightmarish.

Those who missed *Zero* won't be aware of its unique gameplay mechanic; namely that you don't get weapons as such – instead you're armed only with an enchanted camera which sucks up the souls of your ethereal assailants. In a gripping battle of attrition you must time your button-presses just right to knock them backwards, sapping life points. To make things a little easier upgrades are available, giving you increased range, capture radius and the ability to stun or slow down ghosts and so on. It sounds a bit rubbish, but it actually works very well.

What really makes *Crimson Butterfly* however, is its unnerving atmosphere. Throughout, you're gnawed at by a pervading sense that something awful is destined to happen to these two young girls, hinted at through disturbing, black and white visions. The soundtrack's an audio tour-de-force, with bizarre ambient sound effects and snatches of the dramatic score adding further to the sinister visuals. There's a ton of 'what the feck!' moments that keep you jacked into the unpleasant story unfolding around you and, despite a fear that it's all going to end horribly, you just have to know what happens. If last month's *Forbidden Siren* was odd and interesting, then *Frame 2* is truly disturbing.

So we'll come clean, okay, Tecmo. You got us. We'll admit it; we're scared. Perhaps for the first time ever, properly truly *chilled*. Yep, well and truly cacking our smalls, thanks to *Crimson Butterfly*. It's a cracking ghost story and one of the best horror games we've played. Now will someone please turn that damn light on! **Adrian Lawton**

■ No confirmed *FF2* PAL release date yet, sadly.

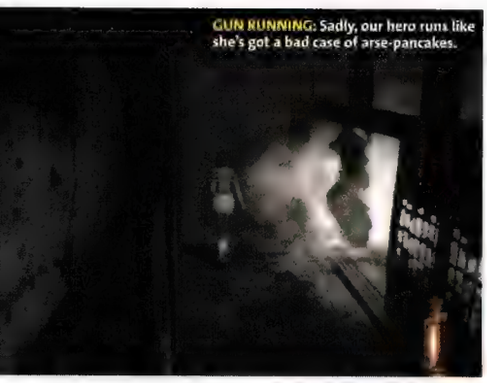
CHAMBER OF HORRORS

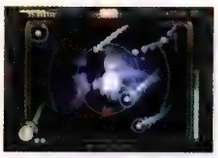
Fatal Frame 2's packed with moments to make you shiver uncomfortably in your seat. From spooks crawling menacingly toward you in a 'girl-through-the-telly' Ring fashion and ghostly voices carrying on the breeze, to visions of murder and sacrifice – it slowly invades your mind and refuses to let go. Keep a firm grip on your sanity; you're in for one hell of a ride...

DIRTY OLD FLASHER: These grainy, disturbing visions (or are they flashbacks?) are used to hint at what's in store for Mio and Mayu.

RADIO ANCH ANCH: The radio hears 'echoes' of the dead.

SPIRITUALISM: An army of spooks wait to creep you out.


GUN RUNNING: Sadly, our hero runs like she's got a bad case of arse-pancakes.



THE MONEY SHOT

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Brilliantly creepy horror adventure. – Quick-fix action fans might be disappointed.	+ Excellent lighting, fantastic characters. – Some textures look fuzzy and unconvincing.	+ Ambient sound effects up the scare factor. – No surround sound support, unfortunately.

LIFESPAN

As a purely one-player game it won't last forever, but its blend of puzzling and action should keep you busy for a week or two.

MINUTES — YEARS

IT'S BETTER THAN...
PROJECT ZERO

IT'S WORSE THAN...
SILENT HILL 3

A great dose of psychological horror, which will chill you to your very soul. One of the better horror games out there. Now all we need is a PAL release...

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HEY YA - outkast	113176	IT TAKES TWO - fatman scoop	113302	NAKED - avril lavigne	113340
MANDY - westlife	113228	I SEE GIRLS - studio b feat romeo	113273	DESIRE - holly valance	113332
GOT YOUR NUMBER - young punx	113390	MAKE ME WANNA SCREAM - b cantrell	113182	YOU USED TO - richard x and javine	113355
STUNT 101 - g-unit	113252	ME MYSELF AND I - beyonce knowles	113293	SO GRIMY - so solid crew	113357
FEELING FINE - ultrabeat	113288	BABY I LOVE U - jennifer lopez	113353	MOSES - coldplay	113365
LADIES NIGHT - atomic kitten	113229	CRASHIN A PARTY - lumidee ft. n.o.r.e	113281	STILL ON MY BRAIN - j timberlake	113366
MAD WORLD - m andrews ft. g jules	113303	AS THE RUSH COMES - motorcycle	113360	LET YOUR HEAD GO - vic. beckham	113388
AINT WHAT YOU DO - big brovaz	113251	PREDICTABLE - delta goodrem	113352	GIVE ME YOUR LOVE - xtm ft. chucky	113389
I'M LOVING IT - justin timberlake	113280	EVERYBODY CRIES - liberty x	113331	CANT DO RIGHT FOR DOING... - e rocha	113391

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SCOOTER - 119960
Posse
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Weekend

EMINEM HITS - 119955
Cleaning Out My Closet
Superman
Stan

COMEDY - 119916
Only Fools and Horses
Benny Hill
Father Ted

HIP HOP CLASSICS - 119939
California Love - *Dr Dre & Tupac*
Regulate - *Nate Dogg and Warren G*
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ANGELS BROUGHT ME... - g sebastian	113295
CHANGES - ozzy & kelly osbourne	113240
SOUNDS OF THE UNDER... - girls aloud	112332
CRASHED THE WEDDING - busted	113151
SWEET DREAMS - rachel stevens	112949

hip hop

P.I.M.P - 50 cent	112599
X GONNA GIVE IT TO YA - dmx	112617
REIGNS - ja rule	112679
21 QUESTIONS - 50 cent ft. nate dogg	112582
FORGET ABOUT DRE - dr dre	111138
GOT SOME TEETH - obie trice	113041
INTO YOU - fabolous	112916
RIGHT THURR - chingy	112868
LIGHT YOUR ASS ON FIRE - busta fl.	113300
8 MILE - eminem	112376
BEAUTIFUL - snoop dogg	112511

r & b

WHERE IS THE LOVE - black eyed peas	112880
BABY BOY - beyonce knowles ft. s paul	112933
BREATHE - blu cantrell feat. sean paul	112521
50-50 - lemar	113197
ALL I HAVE - jennifer lopez feat ll cool j	112359
FRONTIN - pharrell williams feat jay z	112855
THOIA THONG - r kelly	112948
IGNITION - r kelly	112589

nu-metal

NUMB - linkin park	112886
BRING ME TO LIFE - evanescence	112651
MY IMMORTAL - evanescence	113277
FEELING THIS - blink 182	113199

rock

I BELIEVE IN A THING CALLED - darkness	112972
SWEET CHILD O MINE - guns and roses	111258
ROCK THE CASBAH - the clash	113382
WHOLE LOTTA LOVE - led zeppelin	113383
SHOULD I STAY OR SHOULD I GO - clash	113378
ENTER SANDMAN - metallica	111371
BAT OUT OF HELL - meatloaf	111286
NOVEMBER RAIN - guns n roses	112506

reggae

TURN ME ON - kevin lyttle	113100
GET BUSY - sean paul	112634
LIKE GLUE - sean paul	112785
NO WOMAN NO CRY - bob marley	111331

dance

FLY ON THE WINGS OF LOVE - xtm	112705
PRETTY GREEN EYES - ultrabeat	112877
BE FAITHFUL - fatman scoop	113086
SUMMER JAM - ud project vs sunclub	113104
BOYS OF SUMMER - dj sammy	112387
RHYTHM IS A DANCER - snap vs sisqo	112485
MARIA - scooter	113038
LOVE ME RIGHT - angel city	113162
LONELINESS - tomcraft	112576
I CANT LET YOU GO - ian van dahl	112918
SHAKE YOUR SHIMMY - pom kings vs	112463
RUBBERNECKIN - elvis presley	112864
FOREVER YOUNG - interactive	112458
BORN SLIPPY - underworld	113222
BLOW MY WHISTLE - dj alligator	111567
JUST A LITTLE MORE LOVE - d guetta	113124

rugby

SWING LOW SWEET CHARIOT	113106
FLOWER OF SCOTLAND - lulu	113113
IRELANDS CALL - simon carey	113112
LAND OF MY FATHERS	113110

football

YOU'LL NEVER WALK ALONE	111351
SOCCER AM CATWALK - jean knight	112559
SOCCER AM NUTMEG FILES	113209
ARE YOU READY FOR LOVE - e john	112869

themes

ONLY FOOLS AND HORSES	113089
THE SIMPSONS	111132
MISSION IMPOSSIBLE	111121
EXORCIST	111871
PHOENIX NIGHTS	112364
ROCKY	111141
AXEL F - beverley hills cop	111601
MUPPETS	111134
GOOD BAD AND THE UGLY	111181
ROCKY - jogging theme	112481
THE A TEAM	111115
SEX AND THE CITY	111673
BENNY HILL	111139
JAMES BOND	111119
STAR WARS - main theme	111125
HARRY POTTER	111548
JACKASS	112554
DIRTY DANCING	111249
KNIGHT RIDER	111127
MATRIX - rage against the machine	111848
THE TERMINATOR	111602
TOP GUN	111860
FRIENDS - friends	111152

essential tones

IN DA CLUB - 50 cent	112440
CRAZY IN LOVE - beyonce knowles	112707
SATISFACTION - benny benassi	112751
DILEMMA - nelly feat. kelly rowland	112221
HEAVEN - dj sammy	112229
IGNITION - REMIX - r kelly	112642
LOSE YOURSELF - eminem	112289
MOVE YOUR FEET - junior senior	112441
SMOOTH CRIMINAL - alien ant farm	111377
YOU'RE A SUPERSTAR - love inc	112329
CASTLES IN THE SKY - ian van dahl	111270
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GOTTA GET THRO... - d bedingfield	111545
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INFOSTRIP

DETAILS
Developer: Capcom
Publisher: Capcom
Players: 1-4
Memory Save: [illegible]
Widescreen: No
50-60Hz: Yes
Surround Sound: [illegible]

GAMEFAX
Beat-'em-up
Violent
Jap curio
Hard

TRIVBURST
- Play as real-life ronin Miyamoto Musashi, who also appears in *Samurai*
- 14 characters, with eight extra hidden ones
- Brilliant trailer for *Onimusha 3*

ODA ONE THAT I WANT

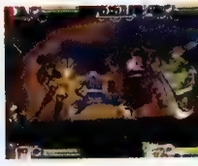
Zombie tyrant Oda Nobunaga returns in the final stages of the solo game and he's as despicably filthy as ever. To get an idea of how tough he is, imagine that you're fighting Audley Harrison, except that the boxing ring (or whatever) is full of flame-jets and acid that don't affect Audley and he's allowed to call in blokes to shoot arrows at you. Yes, *that* tough.

ODA BEATERS: As a last resort, you could always just keep [illegible] and levelling up. You's be a horrible cheater though...

"YOU'RE GUARANTEED A SWIFT AND MESSY DEATH"

ONIMUSHA: BLADE WARRIORS

WATCH IT ON THE DVD VIDEO



Samanosuke and Jubei Yagyu – together at last. But no Jean Reno yet...

First, a warning: this isn't *Onimusha 3*, despite the fact that the *first thing it shows you* when it loads up is a huge, incredibly exciting trailer full of Jean Reno. Instead, it's a sort of stopgap featuring all of the best characters so far in a series of duels against more-or-less static backdrops.

Comparisons to *Power Stone* are inevitable, but they aren't exactly fair. Okay, so the Versus matches tend to be four-way tussles where finding Power-Up crates is just as important as hitting people, but rather than a free-roaming 'ring', combat's restricted to a 2D plane. Complexity's provided by all the enhancements on offer, from special attacks to rubber-duck confusion bombs. Adding to the frantic action, characters spurt energy when they're hit, which can be collected – as in the other games – by holding down ⊗. If two or more characters try this energy-suck at once, it turns into a tug of war, which is where tactical positioning and quick reactions become crucial. If it still seems a touch simplistic, that's probably because you're unfamiliar with *Onimusha*'s system of parries, counters and critical hits. With practice, it's possible to trounce a whole legion of demon scumbags with barely a scratch to yourself. In solo play you'll smack up half a dozen demons at once, but multiplayer forces you to watch your back and hop around the environment to survive. Special moves reward aggression, but defensive play's equally important thanks to weapons like the shuriken and flame-thrower.

As a way of keeping your *Onimusha* interest up, *Blade Warriors* is a moon-mile better than *Gun Survivor*, but still not as good as a full-fledged sequel. It doesn't exactly ruin the *Onimusha* name, but it isn't going to totally satisfy your bloodlust either. And with an upgrade system that makes no sense unless you're at least vaguely familiar with Japanese, you're probably better hanging on for part three. **Joel Snape**

■ *Onimusha: Blades Warriors* is out now.

BLAST SAMURAI: Less precise weapons like the shotgun do minimal damage over maximum range.

WAND ON BLONDE: We're not entirely sure about the inclusion of 'comedy' weapons.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Surprisingly deep, despite flat playing area. – None of *Onimusha*'s puzzling or exploration.	+ Lovely and stylised, with plenty of sparkly bits. – Comedy icons feel out of place in the fighting.	+ Great stoic Japanese roars and slashy noises. – Could use screaming from skewered demons.

LIFESPAN
Worth completing 12(!) times to unlock Oda Nobunaga, but you'll need some *Onimusha*-loving mates to get the most out of it.
MINUTES — YEARS

IT'S BETTER THAN...
BARBARIAN

IT'S WORSE THAN...
ONIMUSHA 2

A decent slash-em-up, but it'll disappoint *Onimusha* diehards thanks to a lack of the puzzles, plot and shopping for presents that made *O2* so brilliant.

75

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"WITH MY VAMPIRIC SIXTH SENSE NO-ONE CAN EVER SNEAK UP ON ME"

UNDERWORLD

Vamps, Werewolves and Kate Beckinsale's shiny arse. Who could ask for more?

Vampires versus Werewolves? In an epic, ancient battle to the death? That'll do nicely, sir. Just order a few more bottles of blood and we're in business. Underworld is built on just that very slim plot base, with Kate Beckinsale as slinky vamp Seline, charged with hunting down and killing the hairy beastie enemies. But her regular undead existence of guns, shiny vinyl gear and bullet time-style fights is interrupted by the arrival of Michael (Speedman) a human with a weird link to both species... Coming off as The Matrix meets Dracula, Underworld is a bloodless stab at sci-fi horror that suffers from more cheese than a cheddar sandwich and overuse of that easy fall back – moody lighting and lots of water. Time to stake the Wachowski wannabes.

VAMPING IT UP

But if you really, absolutely must plunk down your hard earned cash for Underworld's charms (Beckinsale looks damn good, but acts like a statue), at least they have the decency to include a good crop of extras. Wiseman and his cast get chatty on the first gab track, talking through everything from trying to get the movie made in the first place to the tight budget (and suits), while writer – and actor in the movie – Kevin Grevioux chats up the script and his part as Werewolf Raze.

Otherwise, it's strictly into the watch-once territory, with the Look Of Underworld featurette mostly trying to convince us they were being all "revolutionary" despite the tight budget (nice try, lads) and the usual blah about stunts and effects. Cue plenty of moaning about prosthetics, wire-work and how, despite all of that, they really worked together as a team. But don't they always.

STARRING
- Kate Beckinsale
- Scott Speedman
- Bill Nighy
- Michael Sheen

DIRECTOR
- Len Wiseman

CERTIFICATE
- 15

PRICE
- £19.99

PSM2 VERDICT

MOVIE	GOOD + BAD	DVD
+ Good vamp effects and overall look. – Shoddy sub-Matrix-style fighting and action.	+ Michael Sheen makes a howling good baddie – Beckinsale's performance is bland to the bone	+ Decent mix of commentaries – Featurettes very dry and very poor.

EXTRAS

A mixed bag and one only really for fans of the movie. You know who you are. They'll enjoy the commentary and even the documentaries, but everyone else should steer clear.

IT'S BETTER THAN...
RESIDENT EVIL

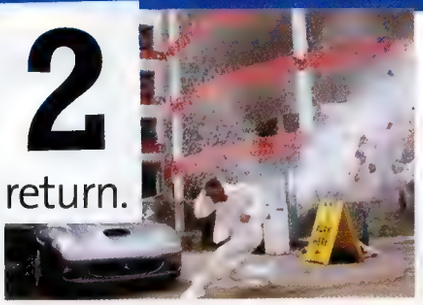
IT'S WORSE THAN...
DOG SOLDIERS

An impressive and fan-baiting idea let down badly by sloppy visuals and some dumb acting. Don't expect too much and you'll find a night's entertainment.

5

BAD BOYS 2

Boom! Shake the room: Smith, Lawrence and Bay return.



STARRING
- Will Smith
- Martin Lawrence
- Gabrielle Union
- Joe Pantoliano

DIRECTOR
- Michael Bay

CERTIFICATE
- 15

PRICE
- £24.99

Bad Boys, Bad Boys... Watcha gonna do? If you're a fan of the original explosive cop flick, you're gonna buy this one too. Director Michael Bay's bumped up the budget, ramped up the action and let his stars get away with even more high-octane set pieces.

As usual, Smith and Lawrence are on good form, the wisecracks flying as quickly as the bullets. Agents Mike Lowry (Smith) and Marcus Burnett (Martin Lawrence) are once again on the trail of drug smugglers. The rest of the plot's taken up with some guff about Marcus dealing with "anger issues" and his sister hooking up with Lowry. But it's all really just a hook to hang the bangs on – and you get plenty of 'em for your buck, including a Matrix-toppling highway chase, an exploding mansion and a boat chase.

BAD TO THE BONE

And the disc? Not as great as you'd hope, with the one killer feature – a commentary track from Bay and the boys strangely AWOL. Still, there are deleted scenes (of the stunt work and character variety), a couple of sequence breakdowns that walk you through some of the more spectacular moments and production diaries which reveal that no matter how much fun you may have had watching the movie, the cast and crew enjoyed themselves a whole lot more. Not Bad at all.

PSM² VERDICT

MOVIE	GOOD + BAD	DVD
+ Great effects plus lots of laughs from the lads. – Second car chase manages to get tedious.	+ Plot keeps you guessing right to the end. – A little low on out and out action scenes.	+ Good How To material – No cast commentary!

EXTRAS

Hhhm... A bit of a missed opportunity here, with the lack of the potentially brilliant Smith/Lawrence chat track. But the diaries have plenty of clowning around for those who need their Smith fix.

IT'S BETTER THAN...
CHARLIE'S ANGELS

IT'S WORSE THAN...
LETHAL WEAPON

Michael Bay shows all the young pretenders how it should be done. The script's hardly a winner, but Smith and Lawrence make it work between them.

72

THE ITALIAN JOB

STARRING
- Mark Wahlberg
- Edward Norton
- Charlize Theron
- Seth Green

DIRECTOR
- F Gary Gray

CERTIFICATE
- 12

PRICE
- £19.99

Michael Caine would be spinning in his grave if A) he was dead and B) this was as bad as it could have been. We may have panicked over the thought of Hollywood re-making a Brit classic, but this update blows the bloody doors off, leaving just the name and one job (in Venice, at the start) to tie the two together.

The rest of the time this is an enjoyably slick, if occasionally run-of-the-mill, lark-about with solid chase action and laughs delivered by Guy Ritchie regular Jason Statham and that-bloke-from-Austin-Powers Seth Green. The only weak link in the cast is Mark Wahlberg: he's got less personality than a dead tree. Charming lead? The bloke needs jumper leads to get him going.

60

SWAT

STARRING
- Colin Farrell
- Samuel L Jackson
- Michelle Rodriguez

DIRECTOR
- Clark Johnson

CERTIFICATE
- 12

PRICE
- £19.99

Take an old US TV show no-one remembers. Add hot young cast and Mr Cool of choice, Sam Jackson, to flavour. Stir in some crud about a rich French villain offering "one meeeeeeellion dollars" to anyone who'll break him out of prison. Hit blend...

Serves up enough beat-pounding action to keep undemanding cop fans happy for a while, but Mr Colin's not as charismatic as he likes to think and Sam Jackson phones this one in from his big-ass muthfreakin' trailer. All the clichés turn up one by one – the training montage (you'd think it was the '80s again), the sudden switch by one of the cops, the Big Finale. One to get only if all the other, better police flicks are stolen.

40

トクセンジョウホウトクセンジョウホウ

Films from another space and time

ANIMANIA

SONIC: THE MOVIE

Once a 'serious' videogame hero, this former giant is now reduced to mere child's plaything in this overly simplistic fare aimed at the Bob The Builder crowd. Animation is rough – Pokemon rough – and while this has its (nostalgic) charm, the re-use of poses and facial animations make it feel cheap. Also we refuse to believe that Sonic's voice is so nasal and whiney.

42

RAHXEPHON

And now to business. This is what it's all about. Each DVD in the series has three episodes and each is as epic as you can get. It's the classic mix of robots, machines, mysticism, and cities being raised to the ground in massive explosions. If you've ever wanted to see the the very fabric of space and time unravel then it's right here.

88

BUBBLEGUM CRISIS

This long running classic has five episodes per DVD and it's all about sexy sci-fi girls who can 'turn into' fighting robot HARDsuits. It's got all the bases covered. Lovely ladies with guns, a bedraggled ragtag police force caught in the crossfire and plenty of robot-on-alien biomachine action. It's all about 'Blood and Steel', 'Flesh and Metal'. A little dated, but a classic.

79

ALSO RELEASED

CONFIDENCE

Released 23rd Feb **Cert** 15 **Price** £17.99

Crafty cons, shifty types and double, triple and even quadruple crosses. A sexy cast and decent dialogue don't help when the film gets too confusing for its own good.

58

CABIN FEVER

Released 8th Mar **Cert** 15 **Price** £19.99

A pack of teens head to the woods for a party. Heard this one before? Fever has a new twist – it's deadly virus time! You'll never look at shaving the same way again...

62

ONCE UPON A TIME IN MEXICO

Released 8th Mar **Cert** 15 **Price** £19.99

Johnny Depp steals the show as a spaced-out, super cool CIA agent. Salma Hayek sizzles as Director Rodriguez carries on the story from El Mariachi and Desperado. Buy!

65

FAMILY GUY BOX SET (SEASON 1-3)

Released 29th Mar **Cert** 15 **Price** £59.99

Comedy to rival The Simpsons with plenty of bad taste, gross gags and some neat satire. Highlight? The throwaway references: "To the Popemobile!". Top.

77

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PlayStation®2 OFFICIAL magazine-UK

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Hands on with the world's greatest racer

Singstar, *Karaoke Stage*, *EyeToy: Groove* and more!

FREE MINTS INSIDE!

FLAVOUR MAY VARY

Oh yes! First news of the *Star Wars* game we've all been waiting for!

MORE

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THAN ANYONE ELSE!

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- SPLINTER CELL: PANDORA TOMORROW
- AND OF COURSE... KILLZONE

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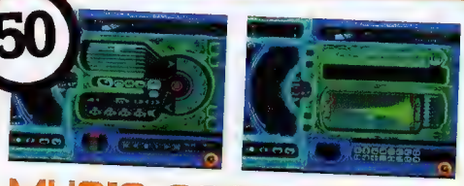
50 MUSIC 3000



First of all, we've got to say this isn't for everyone. Despite the relatively straightforward way this title lets you build up your own chart-worthy tunes by moving some coloured blocks about, you'll need to be someone with a lot of spare time to realise its true potential. You'll also need a USB mic to be able to take advantage of Music's impressive sound-conversion feature.

LIKE THIS? Try *Elay Clubworld* for a solid dose of DJing (might be a bit tricky to find by now, though).

49 TIGER WOODS PGA TOUR 2004

Retaining the brilliant analogue control of the 2003 game, Tiger's latest and greatest is, to all intents and purposes, exactly the same as last year's *but with new stuff*. Exactly what you'd expect. A spookily accurate create-a-golfer feature and a World Tour mode are the most notable differences between the two versions. If you already have *PGA Tour 2003*, we'd probably advise you to stick with that...

LIKE THIS? If you fancy 'comedy golf', get *Swing Away Golf*.

48 EYETOY: PLAY

There are plenty of games described as 'just as entertaining for onlookers as the player themself' – this title's where it's actually more entertaining for everyone *but* the sap waving his arms around in front of the TV trying to clean a window or twat tiny men to the floor with his palms. It's a collection of simple mini-games and a tiny TV-top camera and it's an oinkload of fun for mainstream gamers and super-hardcore retro nuts alike.

LIKE THIS? *Eyetoy: Groove* will keep you entertained, but *Dancing Stage Megamix* is where the most 'interactive' action's at.

47 NBA LIVE 2004

The best 'serious' B-ball game on PS2 – if a little too cool and clinical for its own good at times. The latest *NBA Live* boasts some slick refinements, with incredibly detailed players, margarine-smooth animation, Nike endorsement and the chance to change between off-the-ball players and free up space. It's got everything you want.

LIKE THIS? Get yourself a piece of *NBA Street Vol 2*. The newly released NBA Jam also manages to capture the spirit of the original.

46 ROCKY

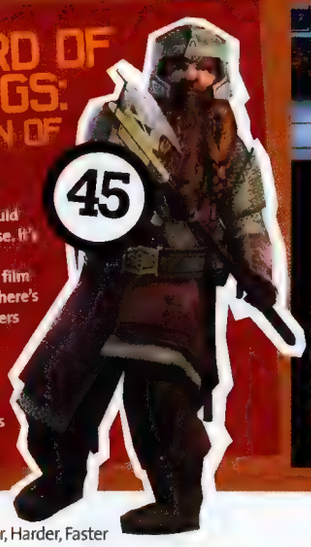
Despite being developed by now defunct Liverpool code chimps Rage, this is a game which doesn't have 'Made in Stinking Britain' stamped all over it. On the contrary, it oozes quality (hell, even Mr T was drafted in to promote it), with some genius touches (crowds throw bottles at you!), brilliant characters (look... Carl Weathers in a hat!) and unique training modes (punch the carcass – go on). A real man's game.

LIKE THIS? You might want to pick up *Ready 2 Rumble: Round 2* second-hand (it's a bit old now) – or *Knockout Kings 2002* for EA licensed realism.

MILF TOP TEN GAMES

1 GTA: VICE CITY
2 PRO EVOLUTION SOCCER 3
3 GRAN TURISMO 3
4 BURNOUT 2
5 SOUL CALIBUR 2
6 TIME-SPLITTERS 2
7 MANHUNT
8 ICO
9 REZ
10 WWE SMACKDOWN! HERE COMES THE PAIN

THE LORD OF THE RINGS: THE RETURN OF THE KING



45

EA have succeeded in redefining what we should expect from a film license. It's genuinely exciting and immersive. It integrates film and game beautifully. There's plenty of secret characters to unlock and the orcs just keep on coming...

LIKE THIS? The Two Towers will be right up your alley (although it's not as good).

44 WWE SMACKDOWN! HERE COMES THE PAIN

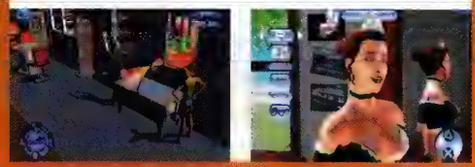
Controversial choice, this. It might feature a gang of sweaty men who 'grease up before entering the ring' <sigh> but it's OTT wrestling at its finest. Flaws have been fixed – small types have trouble hoofing fatties about the place, wrestlers have stats that reflect their real-world counterparts - but it's doubtful if it'll appeal to anyone. For wrestling fans though, this has everything.

LIKE THIS? Can we direct you towards *Legends of Wrestling 2* (hmmm...) or, alternatively *Tekken 4*. Thanks.

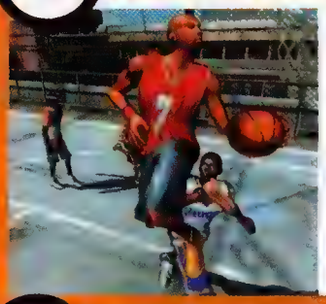
THE SIMS: BUSTIN' OUT 43

Slow-paced and relatively cerebral (when compared to the previous three meatheads in our listing), *The Sims* turned washing up and making the bed into primetime entertainment. This funkier, looser sequel sees your Sim leaving the house earning a living (and about time too). Tedious and yet, strangely, utterly compelling.

LIKE THIS? Give *Ico* a go – it's another game you can lose yourself in for hours. Alternatively, look to the likes of *Theme Park World*.



42 NBA STREET VOL 2



All those fully licensed EA sports sims a little too stuffy for you? Invite yourself to a supremely entertaining, 'pick up 'n' play' dose of backlot B-ball courtesy of EA Big (the guys that reinvented snowboarding games with *SSX*). You'll wonder why no-one's fused three-on-three arcade basketball with *SSX*'s trick system before. Honestly, it's much better than it sounds...

LIKE THIS? Try *SSX3* or *Red Card Soccer* or... wait for *NFL Street*.

41 JAMES BOND 007 IN... AGENT UNDER FIRE

It might not have Brosnan's walnut-face or rusky-husky voice, but EA's first stab at Bond on PS2 presses almost all the right buttons. Splitting the game neatly into both FPS and driving sections, it cheekily borrows ideas from *Metal Gear Solid 2*, *Spy Hunter*, *Time Crisis* and *Red Faction* and inevitably ends up feeling like a lot of solid bite size games, rather than one tightly knitted whole. But it rockets along as a result.

LIKE THIS? Try *007 Nightfire* – the presentation is flashier, but overall it's a little baggy in places.

DAN'V

TOP TEN GAMES

1 PRO EVOLUTION SOCCER 3
2 GTA: VICE CITY
3 SPLINTER CELL
4 TIME-SPLITTERS 2
5 MANHUNT
6 BURNOUT 2
7 SSX3
8 EYETOY: PLAY
9 ICO
10 JAK 2: RENEGADE

40 DANCING STAGE MEGAMIX

The best way to get fit with your PS2. The idea's gran-pleasingly simple: tap out the on-screen rhythm. It's more Simon Says than Come Dancing, with you bouncing around to the likes of Kylie and Sugababes, tapping out the beat-nailing directional arrows as they scroll up the screen. It gets frighteningly hard later on and the double mat head-to-head mode's incredibly addictive.

LIKE THIS? If you seriously can't stop your feet from moving, check out the ball-breakingly tough *Dance UK*.

39 ICO

As with every other form of entertainment, in videogaming, you need balance. For every topless bint's adventure on a BMX, you need something a little more, well, *quaint*. *Ico* is the game you never knew you needed. Devoid of adrenaline-soaked Uzi-death and fully licensed soundtrack, it sees a horned boy take a ghostly girl by the hand and attempt to guide her through a peril-strewn land. The final scene on the beach... <sniff>... it's almost *too* beautiful.

LIKE THIS? There's nothing really like *Ico* on PS2 – it's a one of a kind.

38 CHAOS LEGION

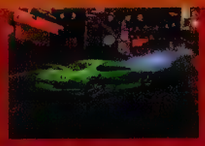
Another Capcom game where the stylish manner in which you despatch an enemy is just as important as how fast you do it (see *Devil May Cry*). The key to *Chaos Legion*'s appeal is the frightening amount of combat that's been rammed in here, the intriguing fighting system (where you call up your legions to help you cut through the packs of enemies) and the beautiful visuals.

LIKE THIS? The original *Devil May Cry* or *Dynasty Warriors 4* will keep you entertained.

37 FIFA 2004

God bless EA – they deserve it. At least they *try* and give you something new for your annual £40 deposit. Fresh for the 2004 'update' is a new training facility, the off-the-ball feature, a menu-driven corner taking system and a Career mode which lets you step away from the actual on-pitch action. It's the best £40 you've ever blown on FIFA. And online, too.

LIKE THIS? You'll love *Pro Evo 3*.



36 NEED FOR SPEED UNDERGROUND

EA bring the whole Big/Street vibe to illegal street racing. It's a triumph of style over substance, with cheek-ripplingly fast burns around inner city circuits fused to style point building drag-racing and drifting challenges. And it all takes place at night. Nerk! The way the game keeps even the most basic of bodywork mods and engine upgrades locked until you start building up your street reputation might irritate, but there's loads to find in here.

LIKE THIS? *Burnout 2* and *Need for Speed: Hot Pursuit 2* will give you a buzz.

35 VIRTUA FIGHTER 4 EVOLUTION

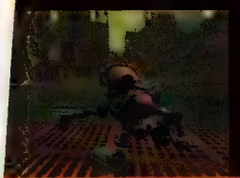
Fancy pummelling a digital person (or lizard) in the face? *Soul Calibur 2* and *Tekken 4* are your first ports of call, but we can't help but bow in respect to Sega's premier beat-'em-up. It'll take months to master its intricacies. Enhancements this time round include two new characters, the chance to travel around Japan in Quest mode and AI based on the best arcade players in Japan. Brilliant, if a touch hardcore.

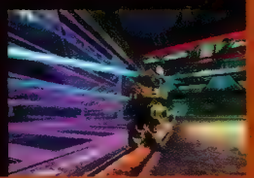
LIKE THIS? If weapons turn you on, reach for a fresh copy of *Soul Calibur 2*. Otherwise dip your wick in *Tekken 4*.

34 METAL ARMS: GLITCH IN THE SYSTEM

The sleeper hit of 2003? It's fair to say that the opportunity to play a cute yellow robot shooting up a shit-coloured landscape failed to ignite our interest in the early days of its development. But *Metal Arms* is one of the most original, clever and loud robo gun-'em-ups we've had the pleasure of playing. And don't be sucked in by that 'butter wouldn't melt in my reactor core' appearance – this is one tough nut.

LIKE THIS? Why not get *Beyond Good and Evil*, another game which clearly had no chance of commercial success.



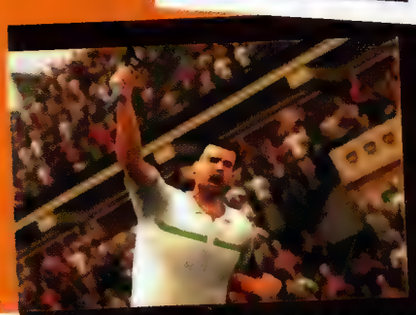


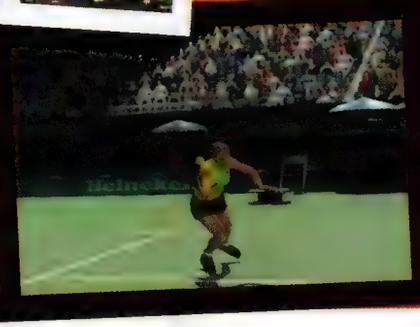
33 MADDEN NFL 2004

The most consistently entertaining sports title in videogame history rolls out into 2004 with some key enhancements which'll make a difference to the enjoyment of beginners and seasoned coaches alike. The biggest of these is Owner mode, where you get to manage the finances of your club in a *Theme Park* stylee; building a stadium, adjusting ticket prices and – yes! – mucking with the cost of tasty burgers. Delicious.

LIKE THIS? It's the best of its kind (which is why it's at number 33 in our all-time top 50). You could try *NFL 2K3* if you're hard up for this sort of thing, though.

32 SMASH COURT TENNIS





Namco's arcade-style tennis-'em-up looks a bit of dog, but is redeemed by one of the most exhilarating multiplayer experiences on PS2. Crack open a Multitap and you've got doubles heaven. It's a real challenge for the single player as well, with a steep learning curve that forces you to really get control of your game before you take on the pros.

LIKE THIS? *Virtua Tennis 2* just nails this in a squeaky-bum tiebreak.

THE BEST 50 PLAYSTATION 2 GAMES IN THE UNIVERSE EVER!

31 XIII

To end all confusion, yes, it's pronounced 'Thirteen' (not *ex-ai-ai* or *zree*) and yes, it proved unlucky for some (er, Ubi Soft in this case). Despite critical warmth, you see, this classy FPS made little impact on the charts on its debut just before Christmas. Shame, that – it's cel-shaded sheen hides a monstrous, stylish and *bloody* tale which doesn't reveal its secrets without a really, really, *really* tough fight.

LIKE THIS? *'Splitters 2, Medal of Honor, Half-Life, Red Faction 2...*

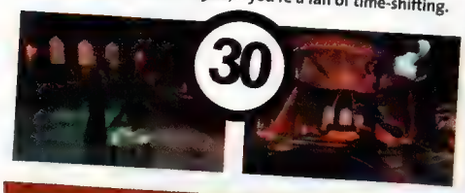
JORIN TOP TEN GAMES

1. GTA: VICE CITY
2. GRAN TURISMO 3
3. BURNOUT 2
4. AMPLITUDE
5. FREEDOM FIGHTERS
6. DANCING STAGE MEGAMIX
7. TONY HAWK'S UNDERGROUND
8. EYETOY: PLAY
9. ROCKY
10. TIGER WOODS PGA TOUR 2004

30 PRINCE OF PERSIA: SANDS OF TIME

Ubi Soft's awesome update of the trap-dodging, puzzle-solving platformer suffered from *'Splitters 2* syndrome on its release; critically acclaimed, yet failing to trigger the general public into a buying frenzy. Using the Sands of Time also allows you to slow, stop and reverse time in order to avoid a sticky end.

LIKE THIS? Get *Max Payne*, if you're a fan of time-shifting.



29 KINGDOM HEARTS

If his head wasn't allegedly frozen in a shed in Memphis, Walt Disney might well be turning in his grave at the thought of handing over his lovingly-created characters to Square for an ambitious action-RPG. But the result is enough to make even the toughest of hard-swearing, foul-drinking videogame journalists (Dan G) go weak. Big, effortlessly entertaining and random battles you *can* avoid.

LIKE THIS? Do yourself a favour. Go for a walk. *Or*, lock yourself away with *FFX, FFX-2* and *Dark Chronicle*.

DARK CHRONICLE

The sequel to *Dark Cloud*, an RPG that combined dungeon-based combat with village building at the start of PS2's life. And what a sequel. Yes, the random dungeon exploration and combat have made it over relatively unscathed, but the game now packs in a more intuitive and expansive town creation system, the chance to switch between multiple characters, upgradeable weapons and vehicles and a beautiful, *beautiful* visual style that puts the original to shame.

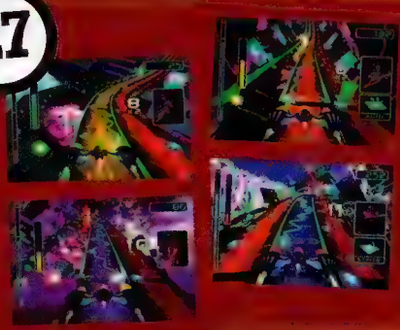
LIKE THIS? *Final Fantasy X* will keep you entertained for months. And then there's *Final Fantasy X-2*...

28

27 AMPLITUDE

Anyone who's played *FreQuency* knows what to expect here, as it's that game's sequel. A bemani-styled music title where you press designated buttons in time with the rhythm of licensed tracks, re-editing the song's structure to your desire. And that's putting it mildly. It's a game whose depth appeals to 'serious' gamers and whose wide spread of popular bands contributing tracks entices the mainstream. Addictive and totally time-wasting.

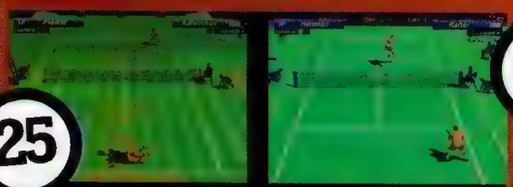
LIKE THIS? If you've just picked up a PS2, take *FreQuency* for a spin. Alternatively, try the *Music* titles.



26 SILENT HILL 3

Where Rockstar continue to mine the rich vein of 'shock', Konami stick with 'upset'. The Silent Hill series' hallmarks of wobbling fleshy visions, unnerving soundscapes and unfathomable-to-the-point-of-frowning plot are evident in this third installment, backed up with new locations (Amusement Park, Subway...) and more useful weapons (flame-thrower, sub-machine gun...). This time, the distressed star is Heather, a teenager out to unravel the mysteries of her forgotten past. The last few hours are... no... no... NOOOOO!

LIKE THIS? Pick up a copy of *Silent Hill 2* – equally disturbing nightmare food for your sorry brain.



25 VIRTUA TENNIS

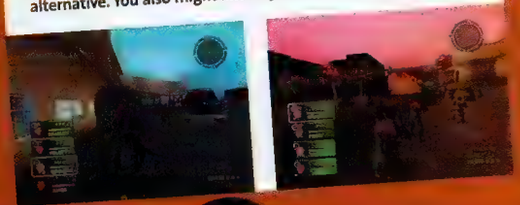
The best tennis game on PS2. A port of one of Sega's Dreamcast titles, it offers the chance to play as one of 16 top-ranked world players (as long as you don't mind not playing as Sampras, Agassi, Hewitt or Kournikova – they're not in here). Naturally, the multiplayer's Ace (sorry, er, again) – but the RPG-like World Tour is even more impressive. Start ranked 300th in the world with no cash and work your way to the top? Yeah, go on then...

LIKE THIS? You could try *Smash Court*, but what would be the point? *Virtua's* as good as it gets for tennis.

24 CONFLICT: DESERT STORM 2

It's the bomb. The best 'proper' war game. The Baghdaddy. While it doesn't deviate much from the successful formula of the first game, it has a new feature where the game ends if one or more of your four men dies. If their energy bar gets cut down to zero, he'll collapse and it's up to you to embark on a rescue mission.

LIKE THIS? *Freedom Fighters* is a great contemporary alternative. You also might like *Project Eden* as well.



23 WRC3

While there's still a reasonably large quality gap between *Pro Evo* and *FIFA*, the difference between the licensed *World Rally Championship* and the licensed *Colin McRae* games is minimal indeed. *WRC* is a more demanding drive, while *Colin* is a little more accessible for those just beginning their journey into fishtail territory. Get either though and you're not going to be disappointed.

LIKE THIS? Get *Colin McRae 4* for more driving fun.

MEDAL OF HONOR: RISING SUN

22

Like *Frontline* before it, *Rising Sun* has been accused of putting everything into its unquestionably mind-blowing opening sequence, with the rest of the game left limp and wanting. However, the new two-player Co-op mode's a great touch. Come on. Get with the program, soldier...

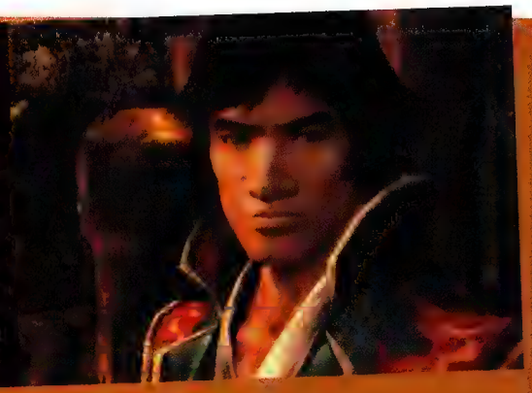
LIKE THIS? If it's more war you're after, *Conflict 2*'s worth a gamble. Otherwise, head for *TimeSplitters 2*.

21 TEKKEN 4

The big change from earlier *Tekkens* comes in the form of walls. The tighter fighting environments now play a major part in your strategy, with cars, pillars and even multi-levelled fighting stages causing you rethink your route to the enemy. It's the most well-balanced *Tekken* yet.

LIKE THIS? Get *Soul Calibur*. Grapple fans should enjoy *Virtua Fighter 4* too.

20 ONIMUSHA



Capcom's samurai action adventure – which owes much to the likes of *Resi* and *Devil May Cry* – is one of those rare gems that's remained undiscovered by the vast majority of PS2 gamers. Not here. We love it. Correction: Dan D loves it. He's the Don-imusha. Mixing historical references with dead actors, a nice line in combat and some decent puzzle-solving, it's no wonder the Welshman's taken it to his heart.

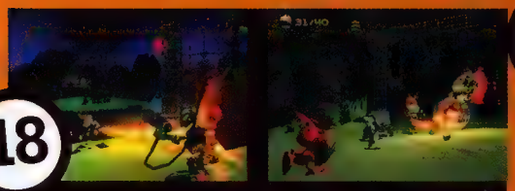
LIKE THIS? *Onimusha 3*'s on its way and looking awesome too.

19 DEVIL MAY CRY

Forget the knob sequel; Shinji Mikami's original 2001 blast of 'stylish action' still manages to set the screen alight today. The script, voice acting and story are pile of absolute steaming munt, but who cares? It's the electric combat that makes this game such a joy. You'll find it hard to find more satisfying sword 'n' gunplay. However, praise for Dante's debut is always tempered by the fact that *it won't last you very long*. But it's worth a Platinum punt.

LIKE THIS? Do avoid *Devil May Cry 2*. Tuck into something like *Chaos Legion* instead.

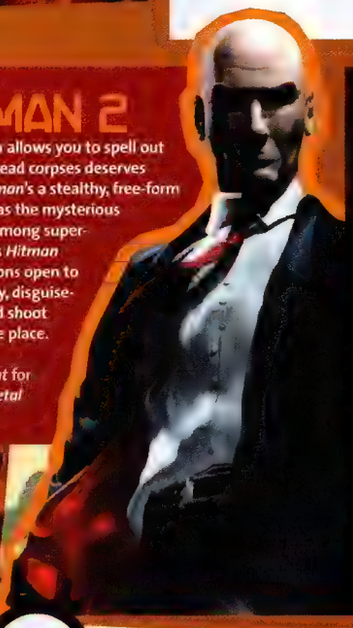
18 RATCHET & CLANK 2: LOCKED & LOADED



Everything that could have been done to improve the follow up to Insomniac's shooter-come-platformer has been. The characters have been made less irritating, the difficulty cranked (clanked?) up and the handling, firepower and Clank levels tweaked to near perfection. Ignore the fact that the lead characters are a furry thing and a tiny robot – this is superfine adventure gaming.

LIKE THIS? *Jak 2* should be your next port of call.

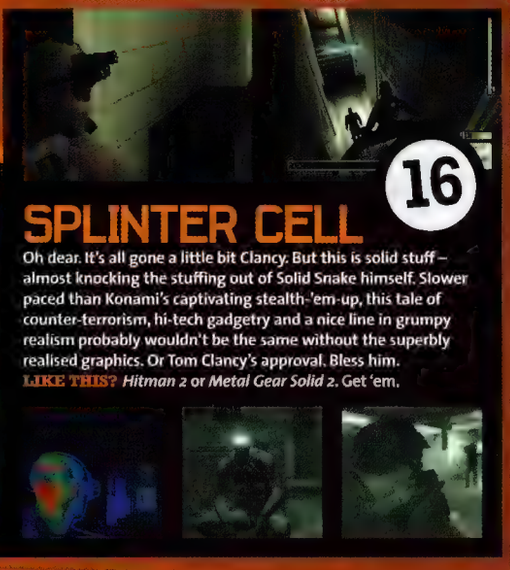
17 HITMAN 2



Any game which allows you to spell out your name in freshly dead corpses deserves some recognition. *Hitman*'s a stealthy, free-form game which sees you as the mysterious Agent 47, a slaphead among super-assassins. What makes *Hitman* stand out are the options open to you – choose a stealthy, disguise-clad route, or go in and shoot the stomach out of the place. Fantastic stuff.

LIKE THIS? *Manhunt* for 'special violence' or *Metal Gear* for stealth.

16 SPLINTER CELL



Oh dear. It's all gone a little bit Clancy. But this is solid stuff – almost knocking the stuffing out of Solid Snake himself. Slower paced than Konami's captivating stealth-'em-up, this tale of counter-terrorism, hi-tech gadgetry and a nice line in grumpy realism probably wouldn't be the same without the superbly realised graphics. Or Tom Clancy's approval. Bless him.

LIKE THIS? *Hitman 2* or *Metal Gear Solid 2*. Get 'em.

15 HALF-LIFE

Looking a little rough around the edges by today's standards, but still weaves a gripping story through a solid FPS. An 'accident', alien monstrosities and an unlikely hero meet in one of the most convincing game worlds ever created. You watch how everyone reacts when things go tits up... As mentioned last month, the ending leaves you shell-shocked. We're big fans of downbeat here. Especially Milf. Yes.

LIKE THIS? Story-driven first-person shooters your thing? *Medal of Honor* should be next on your list, then.

14 FINAL FANTASY X

Still the most sweepingly cinematic game on PS2. It might eat 20-30 hours out of your life, but you'd probably only waste them scratching your balls in front of Trisha anyway. An epic tale of mop-topped Tidus, a Summoner named Yuna and a blue lion thing, the story unfolds through the smoothest CG cutscenes to come out of Squaresoft. The in-game action's not half-bad either. If only the random battle stuff would go away, it'd be perfect. If you've got the time, treat yourself to the adventure of a lifetime... until *FFX-2*. Or *FFXII*. Erm...

LIKE THIS? *Dark Chronicle* – a different system, but beautiful to look at and time-sucking.

DAN'D TOP TEN GAMES

1. PRO EVOLUTION SOCCER 3
2. ICO
3. SSX3
4. TONY HAWK PRO SKATER 3
5. ONIMUSHA 2
6. GTA: VICE CITY
7. SILENT HILL 2
8. TIME SPLITTERS 2
9. MAXIMO
10. MGS2

13 FREEDOM FIGHTERS

The lighter alternative to *Conflict: Desert Storm*, eschewing the hardcore, Formula One style dogged devotion to realism for a fictional, more intuitive (and exciting) squad-based blast around Ruskie-occupied New York. As a result, it's not got the depth or longevity of SCi's Saddam-basher, so it won't please squad-combat purists – but what does, eh? Jesus. It's from the people that delivered *Hitman 2* to the world and we love it.

LIKE THIS? *Conflict: Desert Storm 2* is probably a natural step up from here. Unless you found this hard-going...

12 BURNOUT 2

Clearly coded by a bunch of blokes that love games, *Burnout 2* is a racer that stays well out of the cock-waving battle for licensed vehicles, accurately mapped cities and hip-hop bad boy endorsement. Instead, it concentrates on rewarding your courageous (er, dangerous) driving with buttock-clenching speed. Pin-point handling, sharp visuals and stacks of play modes'll keep you coming back.

LIKE THIS? Both *Need for Speed: Hot Pursuit 2* and *Need for Speed: Underground* are fast, slick and good fun.

11 MANHUNT

Rockstar's darkest game yet makes you feel wrong in the head. Cloaked in controversy and officially banned in New Zealand, it makes *GTA: Vice City* look like a stroll around sunny Bournemouth. You're the star of a TV show where you need to kill kill KILL, with the voice of the manic director egging you on to sicker deeds. It's taking videogames into unexplored territory and for that alone we applaud it. It's definitely a videogame nasty and no mistake.

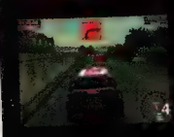
LIKE THIS? Are you some kind of sick, twisted... sorry. Head back to *Vice City* to relax...

THE BEST 50 PLAYSTATION 2 GAMES IN THE WORLD... EVER!

COLIN MCRAE RALLY 4

The mud-loving Scotsman's done Codemasters proud again. *Rally 4* retains the trophy – but only just – from *WRC3*. Easier to get into than Evolution's title, with stunning production values, cracking car physics and pinsharp handling. Where the hell can they take *CMR5*?

LIKE THIS? Give the grittier *WRC3* a testdrive.



10

3

BEST PS2 MULTIPLAYER GAME

TIMESPLITTERS 2

FEATURES
- Single player and co-operative story mode.
- More than 80 playable characters.
- Nine time travelling episodes, ranging from Wild West to Neo Tokyo.
- Multiplayer with options for deathmatch, capture-the-bag and escort.

Reeks of quality, does this. Absolutely stinks of it. It's the most influential console FPS since *GoldenEye* on the N64 – and the same guys responsible for it that created *'Splitters 2*. Yet, if sales are any indication, it seemed to only truly appeal to real gamers – people like you and us – on its release. So, if you're new to PS2, please try to ignore the 'silly' artwork and consider that we've played every game on PlayStation 2 and rank this as the third best game in history. There's no higher praise. Unless you count numbers 1 and 2...

LIKE THIS? You could give *Half-Life* a whazz. Or wait to see what the Free Radical team do next...

"REEKS OF QUALITY, THIS. ABSOLUTELY STINKS OF IT"

2

BEST PS2 SPORTS GAME

PRO EVOLUTION SOCCER 3

FEATURES
- Support for up to eight players in multiplayer matches.
- New graphics engine. Watch players' facial expressions change depending on how the match is progressing.
- The chance to control one player, rather than flicking between them.
- The option to select referees (who now play the advantage sometimes).

The hills have eyes! It was a brave decision to stick conker-brained ref Pierluigi Collina on the cover of the latest *Pro Evo* – but it tapped into the real football fan and real football *game* fan market perfectly. (Henry? Pah! He's not even good enough to be FIFA World Player of theYear...) *Pro Evo*'s just sublime. It's a cliché to say it now, but lunchtimes really wouldn't be the same without it. They'd be quieter. More than 1,000,000 pre-orders were placed for the game across Europe – a million people can't be wrong. Do yourself a favour and experience a near-perfect videogame...

LIKE THIS? You could try a stab at *FIFA* if you want the full licensed treatment.

BEST ALL ROUND PS2 GAME

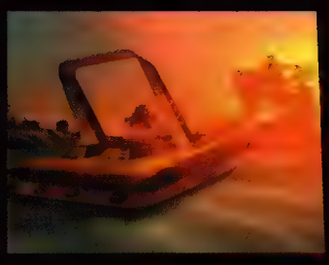
GRAND THEFT AUTO: VICE CITY

1

FEATURES
- Impressive roster of voice talent: Ray Liotta, Dennis Hopper, Burt Reynolds and more.
- Huge soundtrack – 80 songs from the likes of Flock of Seagulls, Grandmaster Flash and Cutting Crew.
- Massive game world; travel from the beach to the airport and more.
- Guns. Lots of guns...

It had to be, didn't it? The most immersive game ever. A living, breathing, crime-sodden city in the 80s which doesn't care that you're running errands for the criminal underworld – it just carries on as if you weren't there. Where else do you find over 120 vehicles, from golf buggies to attack helicopters, waiting for you to 'jack them? Where else can you take more than 40 weapons for a 'test drive'? Where else do you get to fly an RC helicopter around before chasing down a criminal fattie with a chainsaw, stealing a bus and cruising down to the wharf, shooting up a gang and 'borrowing' their boat, then taking a sniper-shooting joyride in a helicopter, popping down to the local mall and getting yourself some new threads? Nowhere. Truly the best that videogaming can offer.

LIKE THIS? Get the *Grand Theft Auto Double Pack* if you haven't already played either *Vice City* or *GTA3*.



"A LIVING, BREATHING, CRIME-SODDEN CITY IN THE 80S"

PSM2 "MY PATH TO GLORY IS STREWN WITH BROKEN BODIES... AND YOURS IS NEXT!"

PRO DOJO

It's all change at the Dojo this month. Many of the challenges have been updated, but the old favourites still remain. Reckon you're the best at PES3? Unbeatable at Need For Speed: Underground? Send us your tape... NOW!

ATTENTION!
We've updated the Dojo with all new challenges. Only three old games remain. The tricky challenge has been replaced by SSX3. Tekken 4's been dumped for Soul Calibur 2. Now's the perfect time to make your mark on the Dojo!

PROVE YOUR MASTERY!

YES! We've rebuilt our Dojo, making it bigger, more in-depth and more inviting to every PSM2 reader. Got any of the games featured on the next six pages? Now YOU can compete with every other PSM2 reader in the world and – if you're any good – you'll soon be featuring in our charts (updated every month) and getting your performance on our DVD.

Simply follow the guide below and you're on the road to fame. PLUS! As if being hailed as one of the country's foremost button-bashers wasn't enough, we'll reward the new chart-toppers every month with a pack of games and goodies! PSM

WIN STUFF! LOOK COOL

Roll up, roll up. Prove your skills and be famous forever. Pick your game, beat the score and video your efforts. Send it in and you too can join PSM2's gaming elite.

HOW TO BECOME FAMOUS!

FIRST: Be really good at one of our challenge games. Have a look over the next six pages, read what the challenge is and decide if you can do better. If you can beat our fifth place offering then we want to know about it. Top the chart and you'll be famous forever!

SECONDLY: We need proof of your skill. Plug your PS2 into your video. Got the lead that came with your PS2? Use it to connect to your video's SCART socket or composite inputs (if you're using them). Switch to your TV's video channel then cycle through your video's inputs to see your PS2 lurking on one of them. Load up your game of choice and find the music option. Turn this to zero – we want your game sound but no dodgy music, OK? Start the video recording and play your replay or begin playing the game. Do your best and, when you're done, record the highscore table or results screen for 30 seconds or so, so that we can see your performance easily. Finally, wind your tape to the beginning of your award-winning effort and write your name, challenge and score on the label (or stick a piece of paper on it).

THIRDLY: We need a picture of you. You won't be a star player without one and your appearance on the DVD will be shallow and worthless. Write your name on the back so we can match it with your video entry. You can also email your pic to psm2@futurenet.co.uk. Call your email 'Pro Dojo' and don't forget to include your name and your challenge details.

FINALLY: Fill in the form at the end of the section (we do accept photocopies – we can't bear to cut up our PSM2s either) and put all three things (your video, your photo and your entry form) in an envelope. Label her up 'Pro Dojo' and post the lot to us. Good luck.

PRO DOJO CHECKLIST:
- Photo
- Video
- Entry Form

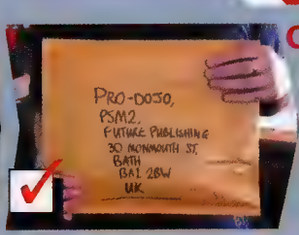
BINGO!

IT'S THIS EASY...

Check the charts. Can you beat any score featured? You can? Wizard!

Set up your video (described above) and record your performance. Nicely done.

Wind the tape to the right place and get a photo of yourself. Anything will do.



Send the lot to the Pro Dojo address just over there. Right a bit... There!

YOU'RE A GAMING GOD!

Send your tapes to:
Pro-Dojo, PSM2, Future Publishing, 30 Monmouth St, BATH BA1 2BW, UK.

CHALLENGE 1

MIDNIGHT CLUB 2

Paul Fitz is blazing a trail this month – just like he is with the Burnout 2 charts. He's a man possessed, but "Sally" is on a dog-type roll too. Paul must have discovered the shortcut of all shortcuts to achieve some of these times... very impressive

BEVERLEY HILLS THRASHER

2'29"82	Paul Fitzpatrick	NEW!
2'40"54	"Sally" The Dog	NEW!
2'41"54	Ruaidri Maguire	
2'44"02	Ian Lane	
2'44"30	Jamie Bryson	NEW!

ARRIVALS & DEPARTURES

2'56"57	Paul Fitzpatrick	NEW!
3'05"17	"Sally" The Dog	NEW!
3'07"01	James Walker	
3'10"25	Ruaidri Maguire	
3'10"81	Ryan Carson	

LA TURISMO

1'43"47	Paul Fitzpatrick	NEW!
1'44"95	James Walker	
1'46"79	Ryan Carson	
1'47"38	"Sally" The Dog	NEW!
1'55"22	Ruaidri Maguire	

RIVER RAID

2'16"82	Paul Fitzpatrick	NEW!
2'25"62	Ryan Carson	
2'29"90	"Sally" The Dog	NEW!
2'40"74	Jamie Bryson	NEW!
2'44"14	Ian Lane	

RUN OFF

2'47"01	Paul Fitzpatrick	NEW!
2'56"57	"Sally" The Dog	NEW!
2'58"85	James Walker	
3'01"73	Ryan Carson	
3'09"65	Ian Lane	NEW!

Dumped! This month's prime *Midnight Club 2* losers are:
■ RUN OFF: 3'20"57: Chris Hill LA TURISMO: 1'57"34: Ian Lane
THE ACCELERATOR'S THE ONE ON THE RIGHT. DUH!

CHALLENGE 2

SOUL CALIBUR 2

Only minor movement this month as Tony crawls up the chart. Come on all you SC legends out there! Remember you must compete for the fastest clearance time on arcade mode with Hard difficulty. Use any character, including any secrets.

TIME	CHARACTER	
16'07'05	Raphael	David Morgan
16'38'22	Talim	James Rauch
16'41'88	Mitsurugi	Tony Carr NEW!
16'59'47	Yunsung	Jason Bartram
17'05'98	Cassandra	Maree Maclean

Welcome to the home of heroes where PSM2's star players fight to the death!

PSM2 STAR PLAYERS

The readers to the right are PSM2's Star Players. All are present in at least one chart, and each month we put them head-to-head across ALL of our charts and games and produce the definitive performance chart. If you can top this beauty then you're the best PSM2 player in the world.

Check some of the credentials opposite. You'll see that if you're going to make it to the level of a Games God you're going to have to top more than one of our charts, and often show your skill across lots of different games.

Want to get involved? Best start sending us your tapes. Who knows? Next month you could be here...

STAR PLAYERS

THIS MONTH	LAST MONTH		TOTAL POINTS
1	2	**PAUL FITZPATRICK** Well, Paul certainly took the challenge to James this month – destroying his race times in *MC2* and *BO2* PSM2 Dojo Calculus: 50 + 120 =	NINJA! 170

SPECIALIST IN: Burnout 2, GTA: VC, Midnight Club 2

"YOU NAME THE GAME, I SHALL OBLITERATE ALL CHALLENGERS!"

2	NEW ENTRY!	**AUSTIN O'TOOLE** Wow – Austin appears from nowhere to claim second place with his performances on *SSX3*. Can he defend it?	120
3	1	**JAMES WALKER** So cocky while he was on top and now he's eating humble pie again. Play those new games, James... PSM2 Dojo Calculus: 10 + 75 =	NINJA! 85
4	3	**AMANDA OFFORD** Still going strong with her solid performances on the racetrack and the slopes. We're expecting big things... PSM2 Dojo Calculus: 35 + 48 =	83
5	7	**"SALLY" THE DOG** Send us a picture of your canine mug, Sally. If you can get your doggy paws to stuff an envelope, that is. PSM2 Dojo Calculus: 17 + 31 =	48
6	4	**ADAM POVEY** Adam's still floating happily in the middle of the charts. Time to wake up lad - there's records to be beaten.	33
7	5	**LEE WALKER** Come on Lee! You're bringing shame to the Dojo and your Ninja status by slipping ever downwards. Move it!	NINJA! 16
8	6	**DANIEL BUCK** Still hanging in there, huh Daniel? We think you need to expand your gaming repetoire to go any higher.	15
9	10	**ADAM JUSTICE** Not much movement for Adam - but at least it's in the right direction, upwards. Motivate yourself, man!	14
10	9	**SHUAN HEWER** And languishing in the chart's nether regions is everyone's favourite scruff, Shuan. Hello down there!	13

HOW IT WORKS

Sure, you can enter one challenge and get your name in one chart, but why stop there? Why not send us a tape full of your efforts? As well as updating the challenge charts we total up player's performances across ALL of our charts to produce our monthly Star Players chart. Top place and new entries get their efforts on our DVD – PLUS a package of goodies. Top one of our challenge charts and you'll get 10 BIG points. It's four for second place, three for third, two for fourth and a single point for fifth.

PLUS! We reward long service too. Stay on the chart for two months and you'll get your Yellow Belt, three months earns you a Green Belt and three months-plus makes you a true champion – earning you the coveted PSM2 Black Belt status!

POINT ACCUMULATION SYSTEM

- 1ST in any chart = 10 points
- 2ND in any chart = 4 points
- 3RD in any chart = 3 points
- 4TH in any chart = 2 points
- 5TH in any chart = 1 points

BELT SYSTEM

- Stay in the top ten for two months = Yellow belt
- Stay in the top ten for three months = Green belt
- Stay in the top ten for four months = Black belt
- Five months = Ninja!

PSM2 REWIND

Where we show off your best bits every month

It's not just about being at the top of a chart or wowing your mates with a three month stint atop the Head 2 Head league. We at PSM2 watch EVERY SINGLE tape that's sent to us, and here's where we pick out the five runs that entertained us the most. Shock, surprise and amaze us and see your skills right here...

CHALLENGE 3

GRAND THEFT AUTO: VICE CITY

How could we take out one of our most popular challenges? Yes, our pair of Vice City charts are as popular as ever. Get practising and, if you can beat any of the times shown below, send in your tape of your complete run.

THE PCJ PLAYGROUND CHART

Activate the PCJ playground mission by hopping on to the bike that's leaning against the big grass-verged building near the Malibu Club (see pic below). Now, you've got two minutes to complete this 24-checkpoint course. You can complete the course in any order you like, and the fastest times make it into the league. NO CHEATS tho'. Send us your ENTIRE runs on VHS and get on our DVD.

FASTEST TIME

00'47"00	Martin Burke
00'47"00	Paul Fitzpatrick
00'47"00	Tom Muir
00'49"00	Brian Dunne
00'50"00	Steve Moran

THE CROSS-TOWN TRAFFIC CHART

We want you to race from the Hyman Condo in the Downtown district all the way to the Lighthouse in Ocean Beach (check the pics). Drive right up to it, and hop off, or out of, the vehicle to finish. See the pics below for details. And don't forget, we want to see your whole run on tape. You can use any vehicle and any cheats – as long as you don't use

aircraft or the flying cars cheat.

FASTEST TIME

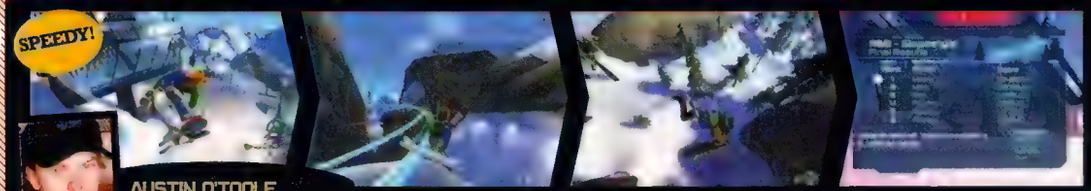
01'07"00	Desmond Foley
01'11"00	Simon Sherwood
01'12"00	Norman Morrison
01'31"00	Martin Burke
01'31"00	Marley Rudland

THIS MONTH'S IDIOTS

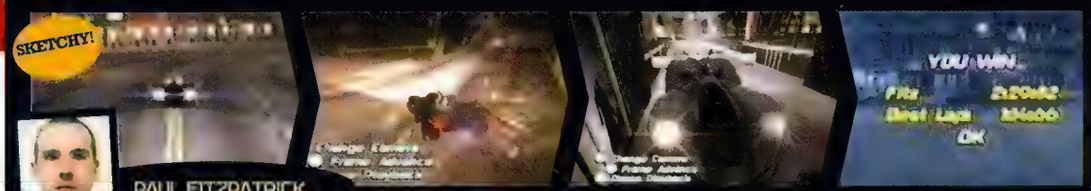
Every month we're inundated with tapes for Pro Dojo. And every month we're amazed in equal measures by the skill and stupidity of some of our readers. Here's this month's round-up of notable failures:

Anonymous, who kindly sent us some great Midnight Club 2 times. When the footage of his racing ended, something even 'racier' appeared at the end of the video. My, how we blushed...

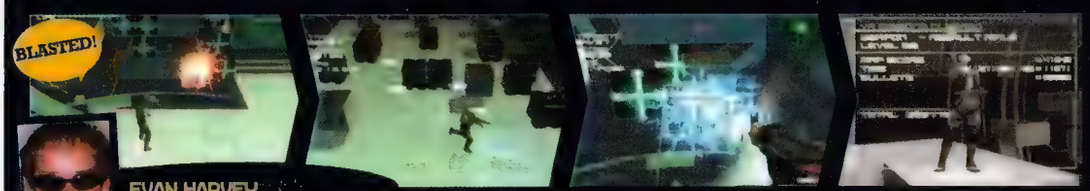
Dion Flockton
Sent in a whole list of what seemed to be very competitive scores. Unfortunately none of them were for games in the Dojo challenge! Now, we've heard of trying to get a jump on the competition, but this is ridiculous.



AUSTIN O'TOOLE
We asked you for new *SSX3* times and scores and The O'Toolinator responded magnificiently. This 1,314,694 score on R&B Slopestyle was just one of a dazzling array of performances he sent us. Top work, man.

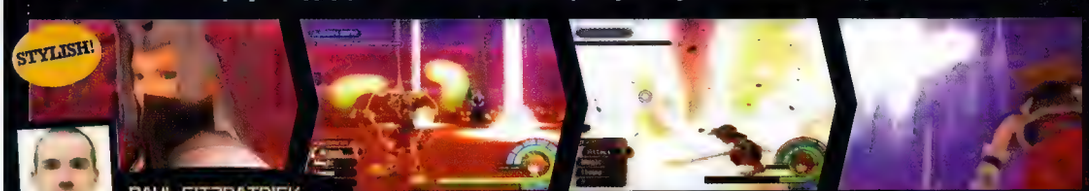


PAUL FITZPATRICK
There's no escaping Fitz's reign of terror. His latest tape features not only this predictably brutal, um, thrashing of *Midnight Club 2*'s Beverly Thrasher (2"29'82), but he's even got another entry below!



EVAN HARVEY
The game is *Metal Gear Solid: Substance*. The event is the Assault Rifle Level 5. And Evan Harvey's 56,776 score is superb. Flawless aiming dominates, but there are still a few seconds to shave off however...

SALLY THE DOG
Any canine capable of getting on our *Burnout 2* rankings deserves recognition, so it is with great pride that we can display this 59'940 time on Interstate Loop. Any time you want to send us your real name...



PAUL FITZPATRICK
We love a show-off, so when resident genius Fitz decided to show us him offing Sephiroth in PSM2' favourite *Kingdom Hearts*, we had to put it here. No rankings, no fame, just for fun. Anyone got any more?

CHALLENGE 4

WWE SMACKDOWN! HCTP

Our Smackdown experts have been polishing their times slightly, but we think the Royal Rumble is about to go down on this chart. Make your stand with the quickest time in "Slobberknocker Anywhere" mode. Grrrrr!

BROCK LESNAR			
9'05" Craig Powers	9'22" Jeremy Morgan NEW!	9'33" Colin Smith	9'37" Amar Richards NEW!
YOUR NAME HERE! SEND YOUR TAPES NOW!	YOUR NAME HERE! SEND YOUR TAPES NOW!	YOUR NAME HERE! SEND YOUR TAPES NOW!	YOUR NAME HERE! SEND YOUR TAPES NOW!
STEVE AUSTIN			
9'32" Colin Smith	9'34" Craig Powers NEW!	9'37" Aaron Cochrane	9'44" Damon Dinning
YOUR NAME HERE! SEND YOUR TAPES NOW!	YOUR NAME HERE! SEND YOUR TAPES NOW!	YOUR NAME HERE! SEND YOUR TAPES NOW!	YOUR NAME HERE! SEND YOUR TAPES NOW!

CHALLENGE 5

SSX3

Only Evan Harvey was quick enough off the mark to post any scores on the new SSX3 challenge this month. Wait till next month – we guarantee some serious competition!

TOP SCORES

R & B

1,171,399	Austin O'Toole NEW!
1,171,399	Amanda Offord
1,087,800	Daniel Dawkins

STYLE MILE

1,653,270	Austin O'Toole NEW!
1,512,588	Daniel Dawkins
1,476,548	Amanda Offord

KICK DOUBT

978,637	Daniel Dawkins
901,788	Amanda Offord
876,559	Doug Walter

CROW'S NEST

191,577	Doug Walter
189,996	Chris Hoggan
188,420	Amanda Offord

LAUNCH TIME

211,518	Amanda Offord
208,231	Jim Bowman
188,895	Doug Walter

MUCH 2 MUCH

242,616	Amanda Offord
202,587	Jim Bowman
197,559	Doug Walter

THRONE JAM

453,354	Austin O'Toole NEW!
282,642	Daniel Dawkins
267,982	Chris Hoggan

ALL PEAK JAM

2,579,671	Austin O'Toole NEW!
2,528,764	Daniel Dawkins
2,226,986	Jim Bowman

TOP TIMES

SNOW JAM

2'25"10	Austin O'Toole NEW!
2'41"00	Evan Harvey NEW!
2'50"54	Daniel Dawkins

METRO CITY

2'21"40	Austin O'Toole NEW!
2'28"43	Evan Harvey NEW!
2'39"88	Daniel Dawkins

RUTHLESS RIDGE

2'21"10	Austin O'Toole NEW!
2'52"45	Daniel Dawkins
2'52"90	Amanda Offord

INTIMIDATOR

2'44"43	Austin O'Toole NEW!
2'47"55	Amanda Offord
2'51"66	Jim Bowman

GRAVITUDE

2'24"53	Austin O'Toole NEW!
2'38"12	Amanda Offord
2'41"44	Doug Walter

THRONE RACE

2'25"20	Austin O'Toole NEW!
2'43"16	Daniel Dawkins
2'48"22	Jim Bowman

RUTHLESS RACE

2'55"10	Austin O'Toole NEW!
3'14"02	Doug Walter
3'14"45	Amanda Offord

ALL PEAK RACE

24'19"00	Austin O'Toole NEW!
25'15"02	Daniel Dawkins
25'55"57	Jim Bowman

CHALLENGE 6

BURNOUT 2

Whoa! Paul Fitz has taken offense to his times being trounced recently and has made a blistering comeback. But both Amanda and the canine "Sally" are close behind.

AIRPORT TERMINAL 3

0'33"620	Paul Fitzpatrick
0'33"639	James Walker
0'33"760	"Sally" The Dog
0'33"819	Lee Walker
0'33"879	Amanda Offord

AIRPORT TERMINAL 1&2

1'17"899	Paul Fitzpatrick NEW!
1'17"919	James Walker
1'18"579	"Sally" The Dog NEW!
1'18"899	Shaun Hewer
1'19"179	Chris Hill

INTERSTATE LOOP

0'59"899	James Walker
0'59"760	Paul Fitzpatrick NEW!
0'59"940	"Sally" The Dog NEW!
1'00"020	Amanda Offord
1'00"440	Shaun Hewer

88 INTERCHANGE

2'14"299	James Walker
2'15"239	Paul Fitzpatrick
2'17"160	Amanda Offord
2'17"459	Shaun Hewer
2'18"239	Steve Moran NEW!

PALM BAY HEIGHTS

1'03"400	Paul Fitzpatrick NEW!
1'03"459	James Walker
1'03"640	Lee Walker
1'03"759	"Sally" The Dog
1'04"259	Steve Moran

PALM BAY MARINA

1'26"780	Paul Fitzpatrick NEW!
1'26"819	James Walker
1'27"760	"Sally" The Dog
1'27"780	Amanda Offord
1'27"959	Michael Barnes

SUNRISE VALLEY DOWNTOWN

0'40"280	Paul Fitzpatrick NEW!
0'40"420	James Walker
0'40"440	Lee Walker
0'40"840	"Sally" The Dog
0'41"319	Steve Moran

SUNRISE VALLEY SPRINGS

1'04"159	Paul Fitzpatrick NEW!
1'04"220	James Walker
1'04"659	Lee Walker
1'05"279	"Sally" The Dog
1'06"179	Shaun Hewer

BIG SURF GROVE

1'04"979	Paul Fitzpatrick NEW!
1'05"119	James Walker
1'05"699	"Sally" The Dog NEW!
1'05"779	Lee Walker
1'06"060	Amanda Offord

BIG SURF SHORES

1'36"420	Paul Fitzpatrick NEW!
1'36"599	James Walker
1'36"900	"Sally" the Dog
1'37"379	Amanda Offord
1'38"260	Steve Moran

CRYSTAL SUMMIT PEAK

0'40"099	Paul Fitzpatrick NEW!
0'40"159	James Walker
0'40"799	Lee Walker
0'41"179	"Sally" The Dog
0'41"600	Steve Moran

CRYSTAL SUMMIT LAKE

1'56"019	James Walker
1'56"859	Paul Fitzpatrick
1'59"199	"Sally" The Dog NEW!
2'00"780	Shaun Hewer
2'04"279	Steve Moran

OCEAN SPRINT

1'44"659	Paul Fitzpatrick NEW!
1'44"699	Amanda Offord
1'44"899	James Walker
1'46"419	Shaun Hewer
1'47"419	Steve Moran

HEARTBREAK HILLS

1'38"959	Amanda Offord NEW!
1'38"959	Paul Fitzpatrick NEW!
1'38"979	James Walker
1'41"299	Shaun Hewer
1'42"859	Steve Moran

FREEWAY DASH

1'53"299	Amanda Offord NEW!
1'54"039	Paul Fitzpatrick NEW!
1'54"679	James Walker
1'56"259	"Sally" The Dog NEW!
1'58"819	Shaun Hewer

PRO-DOJO

"FLAWLESS PERFORMANCE"

CHALLENGE 7

LOTR: RETURN OF THE KING

Start a new game with Gandalf (so he's level 1). We want to see how much experience you can get on the first level, Helm's Deep. So, you'd better get your wizard's hat on and get practicing, quick smart!

JES BICKHAM	9500
CHRIS HOGGAN	9385
DOUG WALTER	9340
DAVID JACKSON	9250
MICHAEL DELLAR	9220
STEWART GREENER	8500
PAUL GLANSON	8450
KEITH KARLDAN	8335
MATT YORDALE	7585
ABDUL SALEEM	7240
TERRY WAKELEY	6790
OPAL GRANDIAN	5685
JAMES MALDEN	5240
DARREN KEITH	5520
KEERA MUNDY	2650

CHALLENGE 8

EYETOY: PLAY

In Solo Mode, with the difficulty set on Dynamic acheive the highest possible score on the following tracks:

"MUSIC" – MADONNA

3500	Jes Bickham
3350	Ian Swain NEW!
3250	Olly Freer

"JUMPIN'" – LIBERTY X

3700	David Morgan
3550	Ian Swain
3500	Olly Freer

"JUNGLE BOOGIE" – KOOL AND THE GANG

3250	Jes Bickham
3200	Olly Freer
3050	David Hughes NEW!

"MOVE YOUR FEET" – JUNIOR SENIOR

3050	Amar Richards NEW!
2850	Jes Bickham
2600	David Hughes

COME AND 'AVE A GO...

Fancy your chances, do you? Think you can take on the collective might of the PSM2 team and *win*? Well we'd like to see you try...

There are no prizes. There are no competitions to enter. Our 'Ave A Go column merely gives you the opportunity to know that you are better at PES3 than Dan D.

Here's what we've been playing and here's how good we are. Beat this...

POSSE GALORE: "I said look *intelligent*!" shouted the photographer, weeping harder and stabbing the button anyway.

Adrian

MOH: RISING SUN

I'm sure we all like to hang around with sailors and just chill out, a beer in one hand and the other... free... but there's work to be done in the first level of *Medal Of Honor*. How many Japanese fighters you can shoot down, either with the destroyer's turret or from the gunboat. Anything over 40, marine?

Dan D

NFS: UNDERGROUD

I've been enjoying this so much I've had my pet dog slimmed four inches and fitted under-belly neon to his nipples. That aside, can you cane Liberty Gardens in under 1:30?

Jorin

SSX3

Hi, like my Thom Yorke impression? Suit yourself. The ever-popular snowboarder's got my attention this month, so try this: finish the final peak-to-base race in less than 15 mins!

Dan G

WRC III: EXTREME

Never mind *McRae*, proper *WRC* simulation is where it's at. So go to time attack, select Marco Martin's Focus and head for SS1 at Monaco. The time to beat is 4:40. You'll have to be going some.

Milf

COLIN MCRAE RALLY 4

Choose Colin's Citroen and any stage you like. Now you've got no excuses... set the difficulty to its highest and beat everyone by at least 10 seconds. It's possible. Can you do it?

Dan V

GTA: VICE CITY

Firstly, stop calling me Dan Five. Secondly, get a PCJ 600 and pop the front – none of that easy Sanchez wheelie-ing here! Anything over 20 secs and I might smile.

TRICKS OF THE TRADE

Need some help? Here's our monthly round up of hints and tips that'll propel you to gaming greatness.

GTA VICE CITY

Having trouble with Lance getting himself killed in dual missions? Get in a car and drive a few miles. Dump it, steal another and roar off before he can get back in... he won't be back until you pass the next loading point and he won't have got himself hurt!

COLIN MCRAE RALLY 4

The key to fast times is to set up for a corner while still in the one before. For instance, through a four left into two right, you should be drifting on the power ALL THE WAY out to the braking point, then sliding on the brakes (still tail out left) until the turn.

CHALLENGE 9

NEED FOR SPEED: UNDERGROUND

This stylish racer is selling like hot cakes, so why aren't we seeing more scorching times arriving at the PSM2 offices? Send us your fastest Quick Race times in Circuit mode.

INNER CITY

2'15"05	Ollie Owen
2'17"61	Mark Soper
2'19"03	James Rauch NEW!

ATLANTICA

2'05"34	Mark Soper
2'06"02	Titus Bolger
2'06"08	Ollie Owen

MARKET STREET

3'10"00	Mark Soper
3'14"45	Barry Madorsky
3'15"12	Ollie Owen

OLYMPIC SQUARE

2'18"42	Titus Bolger
2'19"76	Barry Madorsky
2'21"22	Ollie Owen

STADIUM

2'25"24	Ollie Owen
2'26"05	Titus Bolger
2'27"51	James Rauch NEW!

This months prime Need for Speed losers are:

- STADIUM: 2'28"58 Mark Soper
- INNER CITY: 2'19"95 Barry Madorsky

CHALLENGE 10

METAL GEAR SOLID 2: SUBSTANCE

New challenger Evan Harvey's the only person making any moves on MGS2 this month. It's great to see him finally topple Daniel from the top of Level 5 Assault. Change is good.

SNEAK LV.5

00'10"30	Daniel McDonnell
00'10"46	Adam Justice
00'10"54	Gavin McIntyre

ELIMINATE ALL LV.5

00'16"42	Adam Povey
00'16"46	Daniel Buck
00'19"22	Evan Harvey NEW!

WEAPON: ASSAULT LV.5

56776	Evan Harvey NEW!
56167	Daniel Buck
53828	Lee Walker

WEAPON: NIKITA LV.5

00'30"40	Adam Povey NEW!
00'30"98	Chris Hill
00'31"22	Daniel Buck

FPS MODE LV.1

27480	Adam Justice
25125	Mike Hunt
23968	Adam Povey NEW!

FPS MODE LV.2

00'18"70	Adam Povey
00'19"24	Daniel Buck
00'19"46	Simon Hahn

FPS MODE LV.3

55944	Mike Hunt
36854	Simon Hahn
35442	Evan Harvey NEW!

This months prime Metal Gear loser is:

- WEAPON: ASSAULT LV.5: 51766: Adam Povey

CHALLENGE 11

TONY HAWK'S UNDERGROUND

The THUG scores are starting to trickle in, but we want to see more dedication to reaching the dizzy heights of Dojo fame. The Hawk motto is "skate to live, live to skate", so get rolling people! Remember, it's the standard two minute time limit for this challenge, please.

NEW JERSEY

13,010,076	David Morgan
12,890,034	Jason Bartram
12,677,600	Dave Henderson
11,855,120	Chris Heyburn
10,900,780	James Rauch

MANHATTAN

10,666,890	Kerry Muir
10,443,980	Jason Bartram
10,432,331	Stuart Bell
9,677,115	Dave Henderson
9,576,385	David Morgan

TAMPA

12,342,673	Chris Heyburn
12,144,621	Dave Henderson
11,712,889	Jason Bartram
11,497,910	Chris Heyburn NEW!
11,333,171	Stuart Bell

SAN DIEGO

14,560,111	Jason Bartram
13,987,104	David Morgan
13,722,809	James Rauch
13,456,478	Chris Heyburn NEW!
12,168,512	Dave Henderson

HAWAII

10,666,226	Stuart Bell NEW!
10,227,971	Dave Henderson
10,126,009	Jason Bartram
10,003,005	David Morgan
9,548,656	Kerry Muir

VANCOUVER

9,475,800	James Rauch
9,2345,780	Kerry Muir
8,975,960	Jason Bartram
8,881,540	Dave Henderson
8,474,891	David Morgan

RUSSIA

11,567,990	Dave Henderson
11,532,144	James Rauch
11,514,709	David Morgan
10,987,487	Kerry Muir
10,557,560	Jason Bartram

HOTTER THAN HELL

10,675,124	Dave Henderson
10,223,181	Chris Heyburn
10,102,420	James Rauch
9,875,005	Kerry Muir
9,669,130	David Morgan

SCHOOL 2

10,008,043	Chris Heyburn NEW!
9,224,765	Stuart Bell
9,220,189	James Rauch
9,004,680	Kerry Muir
8,904,199	Jason Bartram

APPRENTICE NINJAS

They may not have made it on to our charts but this lot deserve a shout nonetheless.

Evan Harvey
Midnight Club 2
LA Turismo
1'57"70

Rik Ibbotson
Colin Mcrae 3
Little Cawford
02'04"76

Sean White
007 Nightfire
The Exchange
1,063,623

Simon Williams
MGS2
FPS LV.1
20752

Alan Kelly
Gran Turismo 3
Swiss Alps
0'54"604

James Rauch
SSX3
Kick Doubt
855,988

THINK YOU CAN DO BETTER?

Then fill in the form, send us a message to print alongside your pic and make sure you're as good as you think you are.

CHALLENGE 12

PRO EVO SOCCER 3

Keep those performances rolling in. Remember it's Master League on level five difficulty, first division only. The criteria, in descending order, is points, wins, draws, losses and goal difference.

DAN DAWKINS

Points:	63
Wins:	20
Draws:	3
Losses:	3
Goal difference:	+24

NICK ELLIS

Points:	60
Wins:	18
Draws:	6
Losses:	2
Goal Difference:	+20

CLIVE WOODLEY

Points:	54
Wins:	17
Draws:	3
Losses:	6
Goal difference:	+18

JOHN WICKE NEW!

Points:	53
Wins:	17
Draws:	5
Losses:	6
Goal difference:	+17

DANIEL GRIFFITHS

Points:	3
Wins:	0
Draws:	3
Losses:	23
Goal difference:	-30

SHOW US WHO'S PES BOSS! SO GET YOUR TAPES IN AND GET YOUR NAME IN HERE NEXT MONTH!

CHALLENGE 13

PRO EVO SOCCER 3 GOALS

Send us your best *PES3* goals. Every month we'll judge the best goals and put them on the cover DVD for the whole nation to enjoy.

Plus – why not leave the video running all game and show us the best passage of play leading up to a goal... no prizes, but the most fluid, skillful or downright jammy goals will appear on the DVD.

PRO DOJO ENTRY FORM

PSM2,
PRO DOJO,
FUTURE PUBLISHING,
30 MONMOUTH STREET,
BATH BA1 2BW

Dear PSM2,
I'd like to join your elite order of shadow warriors. It's been ages since I've won free games and been really famous.

And I enclose... MY PHOTO ❑ (or I've emailed you one)
A VIDEO OF MY ACHIEVEMENT ❑ (wound to just the right place)

Check out my tape, it's got this on it:

Game / Challenge ..... Chart ..... Time/Score

.....

.....

.....

.....

.....

.....

My message to the gaming nation is:

"..... "

Name.....
Age.....
Address.....

QUICK TIP:(SOCOM 2)
SEA SHANTIES TO UNLOCK 'CLASSIC' TUNES LIKE DANCE OF THE UNKNOWN AND DARKNESS IN THE HEART, COMPLETE THE GAME ON COMMANDER DIFFICULTY.

Pro

TRAINING YOU IN THE DARK ARTS OF PS2

92

PRO DOJO

Are you a gaming master worthy of the rank of Dojo Ninja? See the achievements of PSM2 readers on the best PS2 games.

100

LOTR: THE RETURN OF THE KING

Completed the game? Not until you've beaten the two secret levels...

102

WWE SMACKDOWN: HCTP

New looks, new moves and new modes. Find out how to ace the latest tricks right here.

PSM2 TIPS CHARTER

PSM2 is the only mag to read for the latest tips, cheats and walkthroughs. We're dedicated to making you better at games – and here's why:

- PSM2 is staffed by PS2 experts – years of gaming experience working for the world's best games magazines means we know Playstation 2 inside out.
- PSM2 features more walkthroughs than any other magazine because our experts take every game apart level-by-level. We print ultra-detailed guides with quality screenshots that actually show what we're writing about, not two pages of 'try not to get shot' or 'use ● to hack' rubbish with shots of the CG intro.
- PSM2 is the only PS2 mag with a code and a gamer challenge arena – the Pro Dojo. Big prizes in our challenges and, if you can beat the hundred bosses set by PSM2 team, star on our cover DVD.
- Because PSM2 is staffed by gamers, not writers, you can be sure our tips are just that – straight-to-the-point, waffle-free game hints all written and double-checked by our crack team of experts.
- Whether it's the latest Action Replay codes or something your questions, PSM2 covers the games that matter, not just the big hits bought by 'casual gamers'.
- PSM2 – playing PS2 longer, harder, faster than anyone else!

TERMINATOR 3: RISE OF THE MACHINES

Because playing some games can send you schitz

"I'LL BE BAAAAAAAACK"

"Hello readerz of PSM2. Arnold Shwarzeneger heere. Y'know, my game, the Teminador 3? It is not very goood. Led'z face it, it's craaap. Which is why I alwades key in □,□,⊗,△, ⊗,○,⊗,○ to make me invincible! Talk to my hands!"

TIP OF THE MONTH

So, you're fighting this unstoppable robot from the future that's been *specifically designed* to terminate your obsolete ass – why not give her a sporting chance with 50% extra help? Enter this code at *Terminator 3*'s Cheat Screen – if you're a suicidal dumbass.
□,△,□,△, ○,⊗,○,⊗

OR TRY THESE, IF YOU'RE NOT: ALL FUTURE WEAPONS
⊗,⊗,⊗,△,○,○,□,⊗

ALL PAST WEAPONS –
○,○,△,□,⊗,△,△,□

AUTOMATIC "MISSION COMPLETE"
□,□,△,○,○,⊗,□,△

UNLIMITED AMMUNITION
⊗,△,△,△,⊗,○,⊗,□

CASTLEVANIA

Poor old vampires, eh? What did they ever do wrong? Apart from killing people and, er... look, Anne Rice has got a lot to answer for. Erm, here's how to unlock some extra... stuff.

ALL SKILLS
Beat the game as Leon, select New Game and enter your name as @LLSKILL

BOSS RUSH MODE
Finish the game, save it and go to the level selection screen with the same character.

CRAZY MODE
Beat the game on Normal with Leon. Start a new game and at the Name Entry screen enter @CRAZY.

JADE MASK
Beat the game with Leon. It will then appear in Rinaldo's shop list for 999 Gold.

JOACHIM ARMSTER
Beat the game as Leon. At the Name Entry screen enter your name as @JOACHIM.

tips

MOBIUS'S BROOCH –
Beat the game on @Crazy mode and it will appear in Rinaldo's item list for 200,000 gold

MUSIC BOX –
After you beat the game, save the file. When you go to Rinaldo's cottage, you can buy the Music Box and play all the music at the main menu.

PUMPKIN MODE –
Beat the game as Joachim Armster. Enter @PUMPKIN as your name.

ROADKILL

Finally, a game about dead hedgehogs. Except no, not really. Enter the following codes during the game:

DECREASE RIOT LEVEL
△,○,✕,□,△,○,✕,□,↓

INCREASE RIOT LEVEL
△,○,✕,□,△,○,✕,□,↑

INFINITE AMMO

△,□,□,○,△,□,□,○

EXTRA MONEY
△,○,△,○,□,✕,□,✕,↑,↓

RESTORE HEALTH
□,○,□,○,□,○,□,○

UNLOCK VEHICLES
↑,↓,↑,↓,△,✕,△,✕,□,○,○,□

UNLOCK WEAPONS –
△,✕,✕,△,□,○,○,□,✕,□,○,△

WHITEOUT

During a race, hold L2 + △ and try the following:

GET 10,000 POINTS –
←,←,↑,↓ on the D-Pad to get 10,000 points.

GET STAMINA BACK –
→,→,←,↓ on the D-Pad to get your stamina back.

WIN CURRENT RACE –
↑,↓,←,→ on the D-Pad to win the race you are on.
Hold down the △ and press ↑,↓,←,→ on the directional pad – Win every race.
Or try holding R1 + L1 and hitting→on the directional pad four times to unlock all the riders, sleds, and tracks in the main menu.

FINAL FANTASY 10-2

There's an extra ending sequence hidden deep inside *FF10-2*. Here's how to find it:

Tricky one, this. First you'll have to meet with Maechen at Guadosalam in Chapter 3. You'll find him when you meet up with Logos and Ormi in the same area. Next you have to get the 'whistling' scene with Yuna at the end of Chapter 3. When you're alone in the Farplane, move Yuna around and continually press the ✕ button. You'll hear whistling. That means you have activated the event. Next thing you have to do is get an Episode Complete in Luca during Chapter 5. All you have to do there is visit the location where Tidus taught Yuna how to whistle. Next, get an Episode Complete in Besaid. Finally, once you have beat the game, keep tapping the ✕ button to get the ending.

BATMAN: THE RISE OF SIN TZU

See what they've done there? Sounds a bit like Sun Tsu, doesn't it? Art Of War? No? Well, anyway, at the 'Press Start' screen with Sin Tzu and Batman, hold down L1+L2+R1+R2 and enter the following combinations:

ALL CHARACTERS AT 100%
↑,↑,←,←,→,→,↓,↓

INFINITE COMBO BAR
←,→,↑,↓,→,←,↓,↑

INFINITE HEALTH
↑,→,↓,←,↑,←,↓,→

UNLOCK DARK KNIGHT DIFFICULTY LEVEL
↓,←,→,↑,↑,→,←,↓

SOCOM 2: US NAVY SEALS

Not *actual* seals trained to nose-punt enemies by the US Navy, of course – that'd just be stupid. Anyway, complete the game on the following difficulty levels to unlock the following stuff.

ENSIGN –
All Terrorist weapons in Single Player and Feral as a online character.

LIEUTENANT –
Algerian Officer, Pius Platz, Vaaleska Lukanov for online and unlock an extra movie in Art Gallery 1.

COMMANDER –
British SAS and Russian weapons become available, SABRE, Quixada Christo, REAVER, The Specialist as online character and Art Gallery 2.

CAPTAIN –
MGL becomes available.

ADMIRAL –
The OICW becomes available.

ACTION REPLAY CODES!

THE BEST NEW CODES FOR YOUR ACTION REPLAY 2

You must enter the M code first for these codes to work.

ROBIN HOOD: DEFENDER OF THE CROWN (M)

0E3C7DF2 1853E59E
EE8976EA BCBE237A

Infinite Gold DE96A602 C1084683	E0EB9E6B
Infinite Health DE8511BA E0AB9B83	Max Income after 1 Day DE8EB8B2 F8AC9B92
1000 Gold Per Kill (Raid) DE856E6E	32,000 G Daily Income DE8EB8B2 F00C1A82

DYNASTY TACTICS 2 (M)

0E3C7DF2 1853E59E
EE8DA862 BCBAE9F2

Infinite Troops CE175858 BCA9C292 CE17581C BCA9C292 CE1758D0 BCA9C292 CE175F94 BCA9C292 CE175F48 BCA9C292 CE175F0C BCA9C292 CE175FC0 BCA9C292	Low Enemy Troops CE175DA8 BCA99B84 CE175D6C BCA99B84 CE175D20 BCA99B84 CE175DE4 BCA99B84 CE175C98 BCA99B84 CE175C5C BCA99B84

GLADIUS (M)

0E3C7DF2 1853E59E
EE94732A BCD31E3A

Pots Of Cash DE435D02 C19E7B82	Max XP DE47AB2E C19E7B82
Infinite Health - In Battle CE690630 BCA99E6A	Job Points CE47ABF8 BCA99E6A

MAX PAYNE 2 (M)

0E3C7DF2 1853E59E
EEBA75AE BCED24B6

Infinite Health DEA89872 F8AADEFD DEA8987E 682A9B5F	Infinite Ammo DEA026B2 BCA99B83 One Hit Kills DEA6A33E 68299B5F
Inf Painkillers DEA03D9A BCA99B83	Inf Bullet Time DE95AC6E BCA99B83

BLESSED RELIEF

Pointless cheats for dreadful games.

It's been proven in clinical tests that *Battlestar Galactica* is, in fact, the hardest game in the world – so imagine our delight when we found some codes which we thought meant we wouldn't have to play it any more. And then they turned out to unlock *pictures from the mini-series*. Jesus Christ, isn't that what internet fan-sites are for?
↓,↓,↓,↓,→,→,→,→ – at the code screen, if you like.

Pro Tips

TRAINING YOU IN THE DARK ARTS OF PS2

"FOR THE LOVE OF HOBBITDOM AND THE FREEDOM OF MIDDLE EARTH"

THE RETURN OF THE KING

Think you've beaten The Return Of The King? Think again, as once you've cast the ring into the Crack of Doom, two more bonus stages open up – and they're evil.

PALANTIR OF SARUMAN

HOW TO GET IT: COMPLETE THE CRACK OF DOOM

Ever played a Survival Mode in a beat-'em-up? Ah, they were all the rage a few years ago and the idea was to stay upright for as long as possible against a fiendish onslaught of enemies. This, basically, is the idea behind these two special stages that you unlock at the end of the game. Each has 20 levels and starts off easy, but finishes with a frantic blur of molten death.

STAGE 1

► **Very straightforward. Avoid getting surrounded by running around the outside of the arena, letting the enemy come to you one at a time.**

STAGE 2

► Still nice and easy. If you took a few hits in stage one (and there's no shame in that), then you'll find a health bonus right at the very start.

STAGE 3

► **A mixture for stage three, but keep sharp and on the move and you should be able to enter the fourth stage with a full bar of health.**

STAGE 4

► Stay against the back of the level and pick the archers off one at a time. Use block to defend against arrows and, between the patterns, fire your own.

STAGE 5

► **Much easier than the last bunch of archers, as these ones don't move away when you go to attack them. They also only take two shots each to kill.**

STAGE 6

► A combination of the two breeds of archer. You should be well used to their patterns now, so it's merrily on to the seventh stage we go...

STAGE 7

► **These characters are slightly more difficult, as their shields have to be destroyed before you can attack them. Use a Fierce Attack (△) to do this.**

STAGE 8

► Again, smash the shields first with a Fierce Attack. Remember, there's no shame in running away, so try not to get blocked in by them.

STAGE 9

► **You've got a tricky mixture of enemies here, so keep sharp. Long-range attacks are fairly useless, as the enemy is fast and will continually run after you.**

STAGE 10

► You'll need to avoid the archers here, while rubbing out the six Wraiths at the same time. Keep moving and you should manage to make it through.

STAGE 11

► **This will be your first encounter with the spiders. The large ones are pretty straightforward, but there are also loads of smaller ones.**

STAGE 12

► More archers and Wraiths, only this time the spooks are bigger and tougher. You'll need to use block quite a bit and try to avoid getting surrounded.

STAGE 13

► **Pretty much the same set up as the last stage, so follow our advice for that one and you'll be on to the next stage in no time at all.**

STAGE 14

► You've got a lot to deal with on this stage and you'd be wise to take out the archers first. Run around the edge of the stage, picking them off as you go.

STAGE 15

► **There's plenty to trouble you here. Again, try to knock out the archers first, as they can be a right pain if you get surrounded by them.**

► These Wraiths may be big and scary, but they really ain't that clever – and there's only five of them. They're pretty hard, though, so try not to take on more than one at a time.

► **These Orcs can knock you flat on your ass with one swing of their hefty clubs. It's a good tactic to back away from them with L2 when they look like they're about to swing.**

► Don't worry about these Trolls, as they're a lot easier than they look. They can be irritating if you get surrounded by spiders though, so concentrate on killing the Trolls first.

► Grab the health in front of you. The large Troll should be your first victim, then head for the large Wraiths. Now concentrate on the Orcs before polishing off the spiders.

► **Try to take out the two large Trolls with long-range attacks first, then keep moving to avoid the Wraiths. You'd also be wise to kill the archers fairly soon into the level.**

PALANTIR OF SAURON

HOW TO GET IT:
FINISH THE CRACK OF DOOM AND MAX OUT SAM, GANDALF AND EITHER ARAGORN, LEGOLAS OR GIMLI.

► **The enemies on this stage follow a set path, so stand in front of a whole line of them and power up your Fierce Attack. You should do some serious damage.**

► They're larger and stronger than the enemies in stage one, but they also follow the same patterns, so use the same tactics here too.

► **Now you have a mixture of the two enemies from the first two stages, so you should be well used to their patterns by now. Teach them a lesson...**

► Now we're into the archer stages, but there are far more this time around. Go slowly and pick off the archers from around the edges first.

► **More archers, so kill them the same way. Remember that you can power up your Perfect Meter by constantly blocking and it's far easier to kill them in this mode.**

► The final wave of archers and these ones are seriously tough. Use the pillar in the middle as a shield and kill off small waves at a time with long-range attacks.

► **You're now up against a nasty wave of Orcs. Use a Fierce Attack to knock out their shields first. Try to tackle them individually to be the most successful.**

► More shielded enemies, but these ones come complete with pikes. The same tactics work, though, so keep 'em at a distance and use those Fierce Attacks.

► **A mixture of the enemies from stages seven and eight... just more of them. Helm's Hammer is a good special move to be using here.**

► There's a whole load of small enemies, plus a bunch of archers. The small ones are easy, though, so get rid of them first and then deal with the archers.

► **Five archers stand right in front of you, but that's the least of your problems. Run around to the right, take out the guards, then come back for the archers.**

► More guards, more archers. Run around the sides, killing the archers. Then, if you're still alive, which we really hope you are, take out the guards.

► **Basically the same set up as the last stage. Leg it around the edge of the arena and kill the archers before tackling the guards. Job done.**

► Like a demonic cocktail, this stage is a terrifying mixture of colourful death. Run like the wind and pick off one enemy at a time. Don't get surrounded!

► **More trouble. Again, kill the archers first, then the smaller enemies. Finally, smack down the guards – you'll need to use the block move here...**

► This stage isn't as hard as it looks. Keep on the move to avoid getting surrounded, as one clobber from one of those clubs will knock you flying.

► **These enemies are the same as the last lot, only these ones have armour that must be bashed through with a Fierce Attack first.**

► More massive guards (some shielded, some not) and a large Troll. Kill the Troll first, then take out the weaker guards – they're the ones without the armour.

► **The fun stops here, kids. If stage 18 was bad, then this is hell. There's more of everything (except only one Troll), so keep on the move and knock 'em down.**

► The two Trolls are fairly straightforward, but the guards are a nightmare. Try to lose the archers before you tackle them and you might have a chance.

"THINK YOU'RE HARD ENOUGH, DO YA? WELL, YOU WILL BE AFTER THIS GUIDE"

WWE SMACKDOWN! HERE COMES THE PAIN

Here's our guide to victory of 'The Pain's greatest new bits. Let battle commence!

GENERAL WRESTLE GUIDE

EVERYTHING YOU NEED TO FOR BASIC VICTORY ACROSS ALL MODES

While you'll probably forsake the standard multiplayer single matches for more interesting ones often involving smacking each other on the head with a steel chair, for example – these are the most basic match type and what you'll spend most of season mode doing. It's also where we're going to cover the fundamentals, which will apply to the vast majority of other matches too.

CHOOSING YOUR WRESTLER

Your choice of wrestler will dictate your strategy to a great extent, now that the system includes separate statistics for separate abilities (speed, submission and so on). Rey Mysterio Jr positively zooms around the ring, but can neither give nor receive tremendous amounts of damage, while Big Show is quite the opposite, of course. Watch out if they pick a big brute and you pick a cruiserweight, because some of your grapples are bound to try and physically lift them skywards and you're simply not going to be able to do it. Either know your moveset so well you can avoid them, or bite the bullet and pick someone stronger.

STAY ON YOUR TOES

Keeping on the move is a great way to stay out reach of grapples, as the other guy (or girl) will have to stand still to actually try to snag you in one. Of course, to continue the previous example, this is easier with Mysterio than with Show. Getting in and out of the ring is executed by pressing towards the ropes and R2, but if you want to climb the turnbuckle, you need to be in the corner, press towards it and ▲ – the run button. It's a lot easier to avoid getting a pin interrupted by a rope break this time around, so don't rely too much to sticking by the ropes for safety. You may even get knocked back into them for the context-senstitive grapple.

USING YOUR OPPONENTS

As important as manouevring yourself around the squared circle, is doing the same with them. You've got a potentially enormous number of moves you can perform, so to give yourself the best possible chance of winning you should try to use as many as you can, which for a start means mastering the Irish Whip. When you're in grapple range, press R2 then one of the eight basic directions. Regardless of your position in the ring, they will run straight to the ropes/corner. Pressing R2 on its own or with a direction as they bounce off and run back at you performs an attack. If you've thrown them into the corner, you can run at them and use a strike, grapple them into a Superplex, or Irish Whip them into the same corner again so their back is to you. This is a great way of accessing some seldom-used moves, but also gives them two chances to counter.

TAKING THEM FROM BEHIND

If you struggle to pull off those cool grapples that require them to be standing, but facing away, there are three solutions. Either find a strike that physically spins them around, wait until they are stunned and try to circle around before they recover, or – easiest of all – double tap R2 when lifting them off the mat. Lastly, hold R2 by a prone opponent and push a direction to drag them.

Strikes are there to wear them down and set them up for grapples. Secondly, the faster strikes are useful for interrupting grapple attempts. Mid- to late-game, they should be used sparingly, since they should be worn down so that the grapples – which deal signficantly greater damage – aren't countered too often. The most useful strike in the whole game is Toe Kick 2 (↙, ↘ or ⊗). This is guaranteed to stun an opponent facing you, perfect for setting up a Smackdown. While pressing ⊗ ,⊗ ,⊗ initiates a combo of sorts, watch out that the last move isn't so slow that they just move away.

GETTING TO GRIPS

The bread and butter of any match is going to be the grapples. There are some strategies you would do well to learn. Probably the most important of them is to vary the moves you perform. You've got sixteen just from a standard front position, another eight from behind (normal and groggy) and so on. It's also well worth paying attention to which grapples damage which sections of their body. Try to target one part exclusively if you're a submission expert and even if not they will start clutching said area in pain after most moves, giving you more time to attack. Also note the position they land in.

CONSISTENT PRESSURE

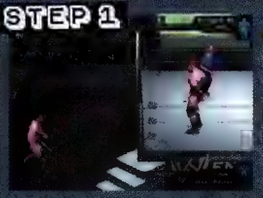
Consistent pressure is key: the less chance you give them of recovering and countering, the better. Learn to judge the length of time they stay on the mat for, run to the turnbuckle and use an appropriate strike or grapple. This will probably only happen when you're choosing a superstar at random, or for the first time, but for goodness' sake remember what the criteria are for using your Smackdown! moves. You'll almost certainly want to pin them immediately afterwards, so try to work out where their finishing position ends up in relation to their starting position and get them in the middle of the ring. This counts for submission moves too like Kurt Angle's Ankle Lock and Chris Benoit's Crippler Crossface, but for those you have to tap the buttons like a demon as well.

MATCH TYPES ▶ 12 PLAYERS

CHEAT TO WIN!

When in doubt – play dirty!

STEP 1



MAKE YOUR MIND UP: If you're getting a beating, nip through the ropes with R2 and quickly back into the ring. You'll be invulnerable during the animation and they will follow you. As they get back into the ring, punch them to the floor and kick their head in. Running away also works, for a limited time. But things would have to be really desperate for you to do that...

STEP 2

WHO ME? Having a manager present can be a life saver. They will distract your opponent from outside the ring, grabbing their ankles if they get close (which makes them turn around and shake an admonishing finger, allowing an easy back grapple) or even grabbing their head and bouncing it off the top rope (called a Stun Gun). They can also break up pins if you're in trouble.

STEP 3

IF HE NEVER SAW IT, IT NEVER HAPPENED: Occassionally the referee takes a bump by accident. While he's down, recovering from something at least moderately painful, quickly scoot outside the ring and rummage under the apron with R2 for a weapon. Use the weapon with mad abandon. Throw it away when ref wakes up. Deny everything. Pin for the three count.

3 STAGES OF HELL

BECAUSE, WE'D IMAGINE, ONE STAGE OF HELL SIMPLY ISN'T ENOUGH...

A bit of a cheat, this one, because it's just three matches in a row. Choose from Single, Cage, Hardcore, Hell in a Cell, Ladder, Submission, Table, TLC, Last Man Standing and First Blood and best out of three wins. You can press ⓐ to go random and have the same match type more than once, but three singles in a row and you'll need help.

MATCH TYPES

We talk about all the aforementioned match types elsewhere in this guide, but in case you're too lazy to go and check them out (for shame!) here are some bullet points to make it easier for you...

MATCH TYPES ▶ 1-2 PLAYERS

MATCH TYPES

No Bra & Panties, disappointingly...

OUCH: Brock may need some Deep Heat after this one.

SINGLE
■ Keep the pressure on, don't let them mount an offensive ■ Take advantage of ref bumps.

CAGE
■ Don't try to escape until you're REALLY sure you can. ■ Don't risk attacking from the top of the cage.

HARDCORE
■ Hit them with weapons as much as possible. ■ Get hit with weapons as little as possible.

HELL IN A CELL
■ Get between ring and wall and use the context-sensitive grapples. ■ Climb up to the roof, lure them up, and throw them off.

LADDER
■ Use the ladder as a weapon in any way you can. ■ Don't leap for the belt until you're really sure they aren't getting up.

SUBMISSION
■ Pick a wrestler with a submission finishing move. ■ Wear out the appropriate body part first, then go for the kill and hammer the buttons hard.

TABLE
■ Don't go straight for the kill, soften them up first. ■ A high flying attack onto a guy lying on a table is easier than trying to get up there with him, and maybe getting countered.

TLC
■ Weapons are everywhere, do not get hit. ■ No, really, DON'T GET HIT.

LAST MAN STANDING
■ Pick someone with decent endurance. ■ Don't try to pin them, you fool.

FIRST BLOOD
■ Focus on the finishing-style moves that bloody people up (see list on pg105). ■ Go on, don't be so lazy.

BRA & PANTIES

NEVER ACCUSE THE WWE OF PANDERING TO THE LOWEST COMMON DENOMINATOR. NO.

YMCHEEEEY! You only get this kind of view in Bra and Panties.

Basically, it's two women in a ring doing their damnedest to get the other down to her bra and panties. To give match strategies seems... wrong.

Basically, it's a submission match. When you start pulling their clothes off a slider appears. You mash your buttons to get the marker up one way, they mash theirs to drive it the other way, just like submission. The difference is that certain moves have been replaced with specific 'kit off' moves, like:

1 BRA

When facing the opponent, ↓◎ randomly either performs a standing shirt tug, or takedown and shirt tug from any of the four grapple positions. When they are on the ground and you're by their body, ↓◎ will make you tug their shirt.

2 PANTIES

After the bra has gone, ↓◎ from any front-facing grapple position does a kind of modified School Boy roll and trouser tug. When they are on the ground, ↓◎ gets into what looks like a Wheelbarrow Suplex/Snowplex position, again tugging on their trousers/shorts.

MATCH TYPES ▶ 1-2 PLAYERS

DIVAS

We'd go for Stacy and Torrie every time, but hey – it's up to you!

LAZZ Strength 4.5 ■ Submission 5.5 ■ Endurance 3.5 ■ Technique 4.5 ■ Speed 7 ■ Smackdown 1: Fisherman DDT ■ Smackdown 2: Single Leg Crab 2

LITA Strength 4 ■ Submission 4.5 ■ Endurance 4.5 ■ Technique 4.5 ■ Speed 7.5 ■ Smackdown 1: Spinning Out Powerbomb 2 ■ Smackdown 2: Lita Diving Moonsault

SABLE Strength 3 ■ Submission 4 ■ Endurance 3.5 ■ Technique 4.5 ■ Speed 7 ■ Smackdown 1: Powerbomb 14 ■ Smackdown 2: Woman's Special Slap

STACY KEIBLER Strength 3 ■ Submission 4 ■ Endurance 3.5 ■ Technique 5 ■ Speed 7.5 ■ Smackdown 1: Woman's Special Slap ■ Smackdown 2: Rico Spinning Kick

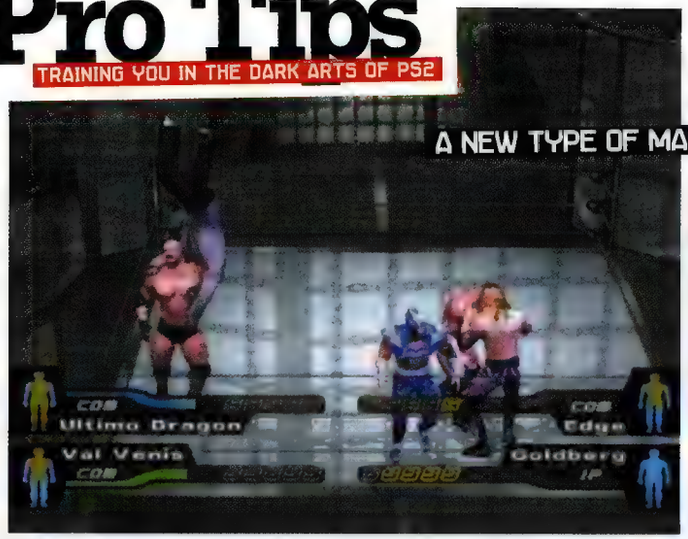
TORRIE WILSON Strength 3 ■ Submission 4.5 ■ Endurance 3.5 ■ Technique 5 ■ Speed 7 ■ Smackdown 1: DDT 20 ■ Smackdown 2: DDT 7

TRISH STRATUS Strength 3.5 ■ Submission 5.5 ■ Endurance 3.5 ■ Technique 5.5 ■ Speed 7 ■ Smackdown 1: Stratusfaction ■ Smackdown 2: Chick Kick

VICTORIA Strength 4 ■ Submission 5 ■ Endurance 3.5 ■ Technique 5 ■ Speed 7 ■ Smackdown 1: Widow's Peak ■ Smackdown 2: Widow's Peak

Pro Tips

TRAINING YOU IN THE DARK ARTS OF PS2



ELIMINATION CHAMBER

A NEW TYPE OF MATCH IN THE WWE AND THE FIRST TIME IT'S APPEARED IN A GAME...

Bit of an odd one, this Elimination Chamber thing. There are always six superstars involved, so however many players get a slice of the action, the CPU will make up the numbers. It's a bit like a Cage match, only you can't escape. Plus there are what can only be described as pods in the corners. Two randomly selected superstars start in the ring and have a minute on the clock to beat the crap out of each other, before the strobe lights start to flash and a random pod opens, allowing a third wrestler to join the fray. This happens until all four pods have opened up. Remember that the pins work in Elimination style.

ARRIVE IN STYLE

Much like Royal Rumble, the timing of your arrival in the ring is pretty crucial. If you're the first one in, you have plenty of opportunity to store up Smackdown moves for the crucial later stages of the match, but of course run the risk of taking a beating and having to face Brock Lesnar, fresh as a huge, hulking daisy. If simply winning is your goal, rather than honour (for example, during Season Mode a rather crucial storyline culminates in an Elimination Chamber match with the odds heavily weighed against you), then you'll almost certainly need a canny mixture of the two.

TAUNT THEM DOWN

When an even number of people are actively wrestling, pick the weakest of the bunch and throw them around as much as you are able, exploiting the context-sensitive moves where possible. Pin them to thin the herd, but only if that leaves an odd number of wrestlers. This allows you to sit back and watch them brutalise each other from a safe distance, constantly taunting to charge your bar. Don't flee to the 'safety' of the pod roof, because all they have to do is hop onto the turnbuckle and they can reach up and throw you to the mat in a heartbeat, which REALLY hurts. And it's not like you can even move around up there, you just squat like a wrestling toad.

BIDE YOUR TIME

Ideally, what you want is to stand between the ropes and the wall while the last two guys have strong words, interrupting the pin attempts and running away like a great big cowardly custard until the moment is ripe for you to let one of them emerge, bloody, bruised, yet victorious, from the gruelling battle. Then you can use about four or five Smackdown! moves on him for the pin. It's all very easy when you know how, isn't it?

HEALTH AND SAFETY: Goldberg prepares to do something that would get most of us fired, if not arrested.

MATCH TYPES ► 6 PLAYERS

SIX IN THE CHAMBER

As with a Hell In A Cell match, there are certain moves which become available only in this one specific match type.

Towards wall and Ⓐ – climb the wall.
While on wall, press Ⓧ – flying attack from the wall.
Towards turnbuckle and Ⓐ – climb onto turnbuckle.
While on turnbuckle, press towards pod and Ⓐ – climbs on top of pod.
On top of pod, press Ⓐ – hop down onto turnbuckle.
On top of pod, press Ⓧ – flying attack from pod roof.
◎ + direction – Irish Whip into pod wall, smashing it.
◎ + direction – Irish Whip into chainlink wall, stunning them.
◎ + direction, while at extremely close range to the wall – Irish Whip them into it and you will automatically grind their face into it.

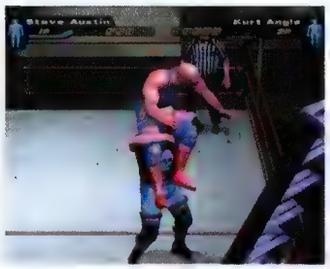
FIRST BLOOD

THICKER THAN WATER, APPARENTLY. WE COULD HAVE TOLD YOU THAT.

The most gruesome match in theory, but not really in practice. The victory condition is oh so terribly simple – make them bleed. There's only one way this happens, through repeated face bashing, and it can feel a little bit random. Skim down the list we've collected of all the most powerful moves capable of spilling their juices, but bear in mind that other attacks can do it too – particularly basic strikes to the head and, of course, weapon attacks (no DQ here).

These matches can be pretty long, and arguably the choice of superstar is of unparalleled importance. Some of them don't have enough damaging moves that target the face and will be at a severe disadvantage.

Since it's not technically a hardcore match, you'll only be able to get your hands on the trusty steel chair and sledgehammer. The only reason you shouldn't immediately dive for a weapon and start flailing at them is because, at the start of the match, there's a good chance they'll just reverse it, grab the weapon and return the favour. Especially if you're up against someone like Chris Benoit. Nevertheless, weapons are the very best way to win a First Blood match.



STUNNED: Kurt Angle feels the wrath of the Bionic Redneck – not a good start.

MATCH TYPES ► 2 PLAYERS

BLOODY HELL

In the CAS special move list, these are the ones you can choose which bloody them up.

- Backbreaker 4
- Big Boot 5 & 6
- Bomb To Facebuster
- Brainbuster DDT 2
- Buzzsaw Kick
- Chick Kick
- DDT 1-7, 9-20, 26
- Diamond Dust
- Downward Spiral
- Edgecution 1 & 2
- Electric Chair Drop
- F-5 1 & 2
- Faccebuster 2
- Flapjack 2
- Full Nelson Face Buster
- Gordbuster
- Headbutt 2 & 4
- Houston Hang Over
- It Bites A Forehead 1
- Jumping Knee Attack 3
- Karate Kick 2
- Pedigree 1-3
- Piledriver 4
- RVD Wrist Clutch Kick
- Rico Spinning Kick
- Running Fame Asser
- Shining Wizard 6
- Spinebuster 2
- Stevie T
- Stratusfaction
- Super Kick 1 & 2
- Sweet Chin Music 1 & 2
- The 619
- Tigerbomb 1
- Tombstone Piledriver 1-3

TABLE FOR ONE

Smashing stuff to introduce a fellow wrestler to...

HOLDING TABLE:
R1 – pick up table
⊗ – basic strike (turns them around)
←/→ ⊗ – basic strike (turns them around)
↓/↑ ⊗ – sets up table, rolls them onto it

OPPONENT LYING ON TABLE:
◎ – get up on table with them, enter grapple
◎ – DDT
↑ ◎ – Powerbomb
← ◎ – Dangerous DDT
↓ ◎ – Pulling Piledriver
→ ◎ – Body Slam

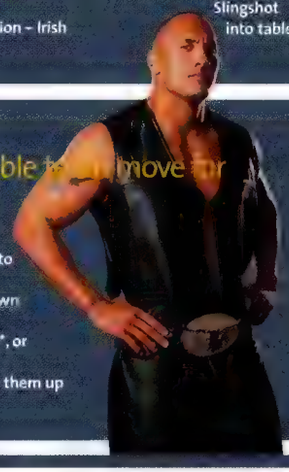
TABLE IN CORNER (FACING):
◎ then direction – Irish Whip into it
◎ – Body Slam
Any direction and ◎ – Body Slam

TABLE IN CORNER (BACK TO YOU):
◎ – Slingshot into table
any direction and ◎ – Slingshot into table

AND CHAIRS

Sadly, no Con-chair-to double team move for Edge & Christian

⊗ – basic strike*
←/→ + ⊗ – gut shot (sets them up nicely for special Smackdown!)
↑ + ⊗ – gut shot, head pound*
↓ + ⊗ – DDT to chair*
R2 – Smackdown move (DDT*, Vandaminator*, or Guillotine 3)
* = Can bloody them up



LADDERS

The Hardy Boyz's favourite, way back...

Pick up the ladder lying outside the ring with R1 and roll into the ring. This will automatically drop the ladder, so pick it up again. At this stage, against a standing opponent, ⊗ performs a basic strike, ←/→⊗ smacks them in the shins, and ↓/↑⊗ throws the ladder to the ground then rolls them prone onto it. Pressing ◎ scoops them up and slams their back right onto the steps.

The next use of the ladder is to prop it in the corner, by pressing towards the turnbuckle and R1 when in the appropriate position. Irish Whip them into it so they are facing you and four new grapples are available to you:

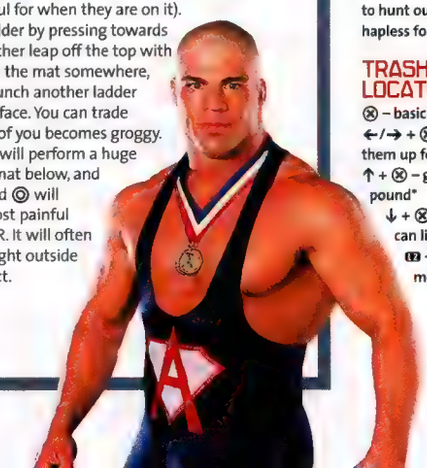
↑◎ – slams them into the ladder
←◎ – performs a body smash
↓◎ – smashed the back of their head
→◎ – missile dropkick to the face

You can also Irish Whip them one more time, back to the same corner, to have their back to you. This allows you access to four more grapples:

↑◎ – a slingshot staight into the ladder
←◎ – gets them sitting on your shoulders
↓◎ – smacks their face, then hurls them down
→◎ – slips them onto both shoulders, then into a kind of Snake Eyes onto the ladder

And that's not even all. You also have some special moves open to you when the ladder is standing upright (done by pressing R1 in the ring, which also topples a standing ladder, useful for when they are on it).

Climb up the ladder by pressing towards it and R1 and either leap off the top with ⊗ if they are on the mat somewhere, or press ⊗ to punch another ladder occupant in the face. You can trade blows until one of you becomes groggy. At this point ◎ will perform a huge Hip Toss to the mat below, and any direction and ◎ will perform the most painful Superplex EVER. It will often throw them right outside the ring, in fact.



TABLES

"D'Von! Get the table!"

HOLDING TABLE:
R1 – pick up table
⊗ – basic strike (turns them around)
←/→ ⊗ – basic strike (turns them around)
↓/↑ ⊗ – sets up table, rolls them onto it

OPPONENT LYING ON TABLE:
◎ – get up on table with them, enter grapple
◎ – DDT
↑ ◎ – Powerbomb
← ◎ – Dangerous DDT
↓ ◎ – Pulling Piledriver
→ ◎ – Body Slam

TABLE IN CORNER (FACING):
◎ then direction – Irish Whip into it
◎ – Body Slam
Any direction and ◎ – Body Slam

TABLE IN CORNER (BACK TO YOU):
◎ then D-pad, Irish Whip into it)
◎ – Slingshot into table
any direction and ◎ – Slingshot into table

BOOKER TABLE: Christian better be saying his prayers right now, because that's going to HURT.

WEAPON OF CHOICE

THE SLEDGEHAMMER TODAY, SIR? OR MAYBE A LITTLE TUMBLE OUT

NORMAL
Sadly, you can only find chairs and sledgehammers in a regular Hardcore match. Stand by the middle of the apron and press R1 to rummage underneath. Picking up a weapon simply involves standing near it and pressing R1 and you can throw it with ◎.

STEEL CHAIR
Location: Under the left and right sides of the ring. If you are at the Raw arena, there's the timekeeper's chair too.
⊗ – basic strike*
←/→ + ⊗ – gut shot (sets them up for Smackdown!)
↑ + ⊗ – gut shot, head pound*
↓ + ⊗ – DDT to chair*
R2 – Smackdown move (DDT*, Vandaminator*, or Guillotine 3)
* Can bloody them up

SLEDGEHAMMER LOCATION
⊗ – basic strike*
←/→ + ⊗ – gut shot
↑/↓ + ⊗ – chokes them with the handle

BACKSTAGE
As you can see, there are loads of different weapons to hunt out and use on your hapless foe backstage.

TRASH CAN LID LOCATION:
⊗ – basic strike*
←/→ + ⊗ – gut shot (sets them up for Smackdown!)
↑ + ⊗ – gut shot, head pound*
↓ + ⊗ – DDT to trash can lid*
R2 – Smackdown! move (DDT*)

HUB CAP
Location: Outside Arena A
⊗ – head smash*
←/→ + ⊗ – head smash*
↑ + ⊗ – gut shot, head pound*
↓ + ⊗ – DDT to trash can*
R2 – Smackdown! move (DDT*)

CARDBOARD BOX
Location: Back Stage Arena (after Irish Whipping them into stack of boxes)
⊗ – basic strike*
←/→ + ⊗ – basic strike*
↑/↓ + ⊗ – gut shot, head pound*

TV SET
Location: Training Room (after Irish Whipping them into the TV stand)
⊗ – basic strike*
←/→ + ⊗ – basic strike*
↑/↓ + ⊗ – gut shot, head pound*

LEAD PIPE
Location: Arena Back Entrance (after Irish Whipping them into the stack of pipes)
⊗ – basic strike*
←/→ + ⊗ – gut shot
↑/↓ + ⊗ – chokes them out

BENCH PRESS BAR
Location: Training Room (after Irish Whipping then into the bench press stand)
⊗ – basic strike*
←/→ + ⊗ – gut shot
↑/↓ + ⊗ – chokes them out

BASEBALL BAT
Location: Training Room (after Irish Whipping them into the left hand shelves)
⊗ – basic strike*
←/→ + ⊗ – gut shot
↑/↓ + ⊗ – chokes them out

MANNEQUIN
Location: Times Square (after Irish Whipping them into either left-hand window)
⊗ – basic strike*
←/→ + q – gut shot
↑/↓ + ⊗ – chokes them out

TRASH CAN
Location: Arena Back Entrance, Outside Arena A & B
⊗ – basic strike*
←/→ + ⊗ ~ basic strike*
↑/↓ + ⊗ – sticks the trash can on their head, strokes chin thoughtfully, pushes them over

BARREL
Location: Arena Back Entrance (after Irish Whipping them into stack on second level)
⊗ - basic strike*
←/→ + ⊗ – basic strike*
↑/↓ + ⊗ – sticks the barrel onto their head, strokes chin thoughtfully, pushes them over.

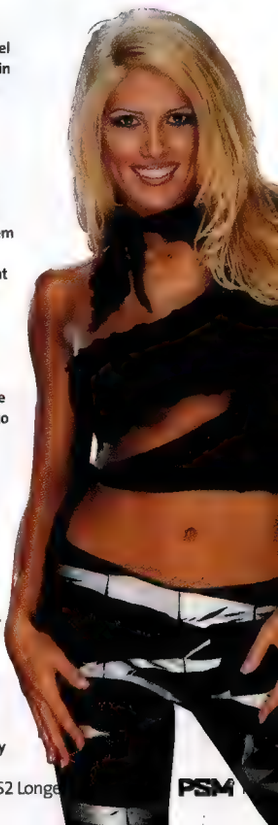
FIRE EXTINGUISHER
Location: Outside Arena A
The longer you hold down ⊗, the more you spray them with foam – after a few seconds, you will throw it at them which does a whole lot of damage.

LOCKER DOOR
Location: Training Room. (First Irish Whip them twice into the back wall, then into one of the lockers that is revealed)
⊗ – basic strike*
Any direction + ⊗ – basic strike*

SHOPPING CART
Location: Outside Arena B, Time Square (after Irish Whipping them into either right-hand window)
R1 – grab shopping cart
⊗ – ram them
←/→ + ⊗ – ram them
↑/↓ + ⊗ – knock them into cart, push it away, they tumble out

MOTORBIKE
Location: Parking Lot
R1 – get onto bike
Left analogue stick, steering
⊗ – forward
A – reverse
◎ – grab wrestler as you pass, drag him around, then throw him away like trash. Like TRASH we say.

FORKLIFT TRUCK
Location: Parking Lot
R1 – get into truck
Left analogue stick steers
⊗ – forward
A – reverse
◎ – throw crate off forks (at them, with any luck)



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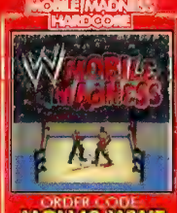

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3510i	B
6310i	C
5100	D
6100	D
6610	D
6800	D
7210	D
7250	D
3650	E
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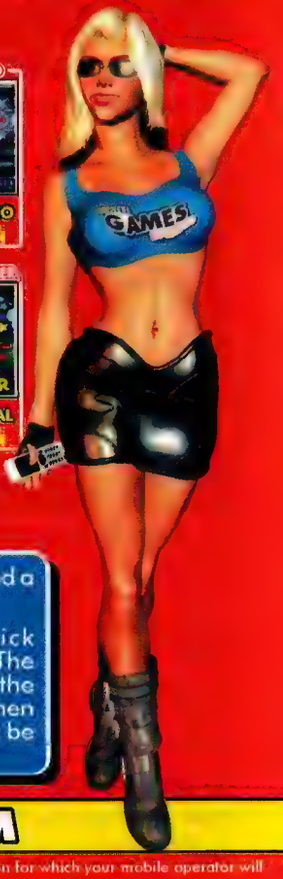

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Next

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The only review that matters. Great game or all flash and no bang? Only PSM2 has the whole story...

Spyhunter 2

The first review of Midway's arcade-rocking spy sim sequel. Does Bond have anything to worry about? Find out next month.

Killzone

We get our hands on 2004's hottest shooter. Is this really a 'Halo-beater'? We shoot truth bullets straight to your brain! Be there...

You want more?! We've got hot new shots of **Metal Gear Solid 3**, Sony's incredible 2004 line up, including **ICO 2**, and loads more on **Hitman: Contracts**. Rinsin'!

AT LAST - IT'S HERE!

DRIV3R

Eagerly awaited, years in the making and now – finally – in the pages of PSM. Long overdue, we get to play Driv3r before the rest of the world!

Month

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PM2M 26594 PM2M 26595
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PM2M 26598 PM2M 26599
PM2M 26600 PM2M 26601
PM2M 26602 PM2M 26603
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PM2M 86902 PM2M 86903
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PM2M 86906 PM2M 86907
PM2M 86908 PM2M 86909

RINGTONES

HITS		POLY	MONO
Black Eyed Peas	Where Is The Love	PSM2P 79667	PSM2P 45000
Beyonce Knowles	Crazy In Love	PSM2P 79237	PSM2P 45001
Sean Paul	Get Busy	PSM2P 79019	PSM2P 45002
DJ Sammy & Yanou feat Do	Heaven	PSM2P 76994	PSM2P 45003
Evanescence	Bring Me To Life	PSM2P 79119	PSM2P 45004
Coldplay	Clocks	PSM2P 78160	PSM2P 45005
White Stripes	Seven Nation Army	PSM2P 78921	PSM2P 45006
Blu Cantrell	Breathe	PSM2P 79290	PSM2P 45007
Basement Jaxx	Lucky Star	PSM2P 76922	PSM2P 45008
Beyonce	Me,Myself+I	PSM2P 76946	PSM2P 45009
Kylie	Slow	PSM2P 75079	PSM2P 45010

HIP HOP		POLY	MONO
Obie Trice	Got Some Teeth	PSM2P 74137	PSM2P 45011
R Kelly	Ignition	PSM2P 79043	PSM2P 45012
Jay Z+Pharrell	Excuse Me Miss	PSM2P 79011	PSM2P 45013
Busta+Mariah	I Know What You Want	PSM2P 79117	PSM2P 45014
DMX	Where the Hood at	PSM2P 72774	PSM2P 45015
50 Cent	PIMP	PSM2P 70566	PSM2P 45016
50 Cent	In Da Club	PSM2P 77949	PSM2P 45017
Eminem	Cleaning Out My Closet	PSM2P 76327	PSM2P 45018
Puff Daddy	Missing U	PSM2P 77638	PSM2P 45019
Eminem	Lose Yourself	PSM2P 77915	PSM2P 45020
50 Cent	21 Questions	PSM2P 79236	PSM2P 45021
Eminem	Without Me	PSM2P 75782	PSM2P 45022
DMX	X Gonna Give it to Ya	PSM2P 79012	PSM2P 45023

ROCK		POLY	MONO
The Darkness	I Believe In A Thing Called Love	PSM2P 79744	PSM2P 45024
ACDC	For Those About To Rock	PSM2P 77763	PSM2P 45025
Motorhead	Ace of Spades	PSM2P 77103	PSM2P 45026
Aerosmith	Walk This Way	PSM2P 79066	PSM2P 45027
Europe	Final Countdown	PSM2P 75655	PSM2P 45028
Stone Roses	Fools Gold	PSM2P 70917	PSM2P 45029
Guns N Roses	Sweet Child o Mine	PSM2P 72161	PSM2P 45030
Led Zeppelin	Kashmir	PSM2P 79267	PSM2P 45031
Meat Loaf	Bat Out of Hell	PSM2P 70630	PSM2P 45032
Van Halen	Jump	PSM2P 75137	PSM2P 45033
Iron Maiden	Rain Maker	PSM2P 76948	PSM2P 45034
Beatles	Hey Jude	PSM2P 70022	PSM2P 45035
Black Sabbath	Paranoid	PSM2P 77099	PSM2P 45036

DANCE		POLY	MONO
XTM	Fly on the Wings of Love	PSM2P 79164	PSM2P 45037
Bhangra Knights	Husan	PSM2P 79039	PSM2P 45038
UD Project	Summer Jam	PSM2P 72358	PSM2P 45039
Benni Bennassi	Satisfaction	PSM2P 79255	PSM2P 45040
Love Inc	You're A Superstar	PSM2P 77432	PSM2P 45041
Ganga Kru	Super Sharp Shooter	PSM2P 72859	PSM2P 45042
Jaimeson	Complete	PSM2P 79746	PSM2P 45043
Tomcraft	Loneliness	PSM2P 78802	PSM2P 45044
Ultrabeat	Pretty Green Eyes	PSM2P 79790	PSM2P 45045
Kylie	Can't Get You Out of my Head	PSM2P 74005	PSM2P 45046

TV	POLY	MONO
Only Fools + Horses	PSM2P 70117	PSM2P 45047
Muppets Mahna Mahna	PSM2P 70114	PSM2P 45048
Miami Vice	PSM2P 76079	PSM2P 45049
Professionals	PSM2P 70119	PSM2P 45050
Starsky+Hutch	PSM2P 76868	PSM2P 45051
Minder	PSM2P 70752	PSM2P 45052
Danger Mouse	PSM2P 76368	PSM2P 45053
Steptoe+Son	PSM2P 70582	PSM2P 45054
Scooby Doo	PSM2P 70123	PSM2P 45055
Top Cat	PSM2P 70380	PSM2P 45056
Simpsons	PSM2P 70441	PSM2P 45057
A-Team	PSM2P 76230	PSM2P 45058
Muppet Show	PSM2P 70114	PSM2P 45059
Banana Splits	PSM2P 76355	PSM2P 45060

MOVIES	POLY	MONO
Great Escape	PSM2P 70092	PSM2P 45061
James Bond	PSM2P 70340	PSM2P 45062
Rocky	PSM2P 70561	PSM2P 45063
Godfather	PSM2P 70291	PSM2P 45064
Exorcist	PSM2P 70284	PSM2P 45065
Halloween	PSM2P 75961	PSM2P 45066
Bev Hills Cop	PSM2P 77032	PSM2P 45067
Ghostbusters	PSM2P 70089	PSM2P 45068
Deliverance	PSM2P 70711	PSM2P 45069
Matrix	PSM2P 75713	PSM2P 45070
Mission Imp	PSM2P 70111	PSM2P 45071

JAVA GAMES

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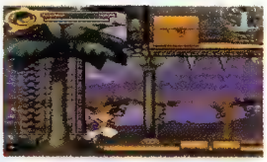

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Nokia 3510i	PM2GG 7159
Nokia 3650	PM2GG 2767
Nokia 5100	PM2GG 2140
Nokia 7210	PM2GG 4463
Nokia 7250	PM2GG 9772
Nokia 7650	PM2GG 4095
Nokia 6100	PM2GG 8160
Nokia 6610	PM2GG 8184
Nokia 6800	PM2GG 5152
Nokia N-Gage	PM2GG 5286
Sagem My V-65	PM2GG 6269
Sharp GX10	PM2GG 2103
Sharp GX20	PM2GG 5131

Phone Model	Game Code
Nokia 3100	PM2GG 8594
Nokia 3300	PM2GG 8291
Nokia 6100	PM2GG 1569
Nokia 6610	PM2GG 8821
Nokia 6800	PM2GG 3801
Nokia 7210	PM2GG 6958
Nokia 7250	PM2GG 4522
Nokia 3510i	PM2GG 4050
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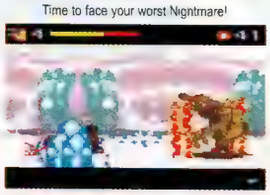

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Nokia 7250	PM2GG 7124

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Nokia 3300	PM2GG 2112
Nokia 3510i	PM2GG 2953
Nokia 3650	PM2GG 2331
Nokia 5100	PM2GG 3410
Nokia 6100	PM2GG 4183
Nokia 6610	PM2GG 8415
Nokia 7210	PM2GG 4041
Nokia 7250	PM2GG 9985
Nokia 7650	PM2GG 3562
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Frog	PM2P 79199	"Check Your Mail Box You Moron"	PM2P 72927
Monkey	PM2P 79181	"Master I Have Mail For You"	PM2P 72935
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That's why PSM2's teamed up with Sony Entertainment* to offer you this exclusive Kaz Hirai toilet roll holder, guaranteed* to ease the mental anguish of a prolonged bout on the great white telephone. Whether it's the softest quilted Andrex or the most arse-sandpapering economy clagwipe, Kaz holds it aloft with just as much pride as he once held the PS2 Network Adaptor. Look at him, stroke him, maybe even talk to him about your ideas for Sony's future online policy – even the most constipated hours'll fly by. His gaze never falters, his arms never tire and best of all, he *never* gets bored. After all, he's just a toy.

*Lies.

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1 ❑
2 ❑
3 ❑
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Alex Ferguson P.Manager'02
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Aliens vs Predator:Extinction
All Star Baseball 2002
All-Star Pro. Wrestling 2
Alone in the Dark 4
Alter Echo
American Pro Trucker
Amplitude
Angel of Darkness
Ape Escape 2
Arc the Lad:Twilight of Spirit
Armageddon, MDK2
Armoured Core 2
Armoured Core 3
Army Men RTS
Army Men: Air Attack 2
Atlantis 3: New World
ATV Off-Road Fury 2
ATV Quad Racing 2
Auto Modellista

B = 0 2
Backyard Basketball
Backyard Wrestling
Baldur's Gate: Dark Alliance
Bass Strike
Batman Vengeance
Batman: Rise of Sin Tzu
Battle Engine Aquila
Battlestar Galactica
Big Mutha Truckers
BIG NBA Street
BIG SSX Snowboarding
BIG SSX Tricky
Black and Bruised
Blade 2
BloodRayne
Bloody Roar 4
BMX XXX
Bombad Racing
Bond 007: Agent Under Fire
Bond 007: Nightfire
Bouncer
Bounty Hunter, Star Wars
Britney's Dance Beat
Broken Sword: S. Dragon
Buffy 2: Chaos Bleeds
Burnout
Burnout 2 Point of Impact

C = 0 3
Casper: Spirit Dimensions
Castlevania: L.of Innocence
Celebrity Deathmatch
Chamber of Secrets
Chaos Bleeds
Chaos Legion
Checkmate
Chris Edwards' Aggressive I.
Circus Maximus
Citizen Kabuto, Giants
Clock Tower 3
Club Football
Code Veronica X
Colin McRae Rally 3
Colin McRae Rally 4
Conflict Zone
Conflict: Desert Storm
Conflict: Desert Storm 2
Contra: Shattered Soldier
Crash B'coot: Wr. of Cortex
Crash Nitro Kart
Crazy Bump's: K's Car Battle
Crazy Taxi
Cricket 2002
Crush Hour, WWE
Cyprien's Chronicles

D = 0 4
Dakar 2
Dancing Stage Megamix
Dark Alliance
Dark Angel, J. Cameron's
Dark Cloud 2
Dark Legacy
Dave Mirra Freestyle BMX 2
David Beckham Soccer
DDRMAX: Dance D. Revol.6
Dead or Alive 2
Dead to Rights
Def Jam Vendetta
Defiance: Legacy of Kain
Delta Force: Urban Warfare
Desert Storm
Desert Storm 2
Deus-Ex
Devil May Cry 2
Die Hard: Vendetta
Dino Stalker
Disaster Report
Disney Golf
Disney's D. Duck Quack Att.
Disney's Dinosaur
Disney's Extreme Skate Adv.
Disney's Kingdom Hearts
Distant Thunder
Dot Hack
Downforce
Downhill Domination
Dr. Muto
Dragon Ball Z: Budokai 2
Dragonball Z: Budokai
Draken: Ancient Gates
Dredd vs Death
Drome Racers
Dropship
Dynasty Warriors 2
Dynasty Warriors 3
Dynasty Warriors 3: Xtr.Leg.
Dynasty Warriors 4

E = 0 5
Ecco the Dolphin
Eden, Project
Eggo Mania
Eighteen Wheeler
Elemental Force
Elite Force: Voyager
Emotion Type-S, Driving
Emperor's Tomb
End Game
Enter the Matrix
Episode 1: Star Fighter
Escape from Monkey Island
ESPN Int. Winter Sports '02
ESPN Inter. Track & Field
ESPN NFL Football
Everblue 2
Evergrace
Everquest Online Adventure
Evil Dead: Fist. of Boomstick
Evil Twin
Evolution Skateboarding
Evolution Snocross
Extermination
Extreme G Racing Associat.
Extreme G3
Extreme Racer
Eye Toy: Play

F = 0 6
F1 2002
Fatal Frame
Fellowship of the Ring
FIFA 2001
FIFA 2002
FIFA 2003
FIFA 2004
FIFA World Cup 2002
Fighting Fury
Final Escape, SOS
Final Fantasy 10
Final Fantasy X-2
Finding Nemo
Fire Blade
Fire Warrior
Fisherman's Challenge
Forever Kingdom
Formula 1 2001
Formula 1 2002
Four by Four Evolution
Freaky Flyers
Freedom Fighters
Freekstyle
Freestyle BMX 2
Freestyle Metal X
Frontline, Medal of Honor
Futurama

G = 0 7
G1 Jockey
Galerians: Ash
Getaway
Ghost Recon
Giants: Citizen Kabuto
Gitaroo Man
Gladius
Godai: Elemental Force
Gradius 3 & 4
Gran Turismo 3
Gran Turismo Concept
Grand Prix Challenge
Grand Theft Auto 3
Grand Theft Auto: V. City
Grandia 2
Grandia Xtreme
Gravity Games
Great Escape
Green Rogue
GTA 3
GTA: Vice City
GTC Africa
Guilty Gear X2
Gumball 3000
Gundam: Journey to Jaburo
Gungrave

H = 0 8
Hack (Dot)
Harry Potter & Ch.of Secrets
Haunted Mansion
Haven: Call of the King
Headhunter
Herdy Gerdy
Here Comes The Pain
High Heat Baseball 2002
Hitman 2: Silent Assassin
Hot Shots Golf 3
Hot Wheels: Velocity X
Hulk
Hunter: Reckoning Wayward

I = 0 9
Incredible Hulk
Indiana Jones: Emp.'s Tomb
Indycar Series
Inter. Superstar Soccer 3
ISS Pro Evolution

J = 1 0
Jade Cocoon 2
Jak & Daxter
Jak 2: Renegade
James Bond 007: Nightfire
James Bond: Agent Under F.
James Cameron Dark Angel
Jekyll & Hyde
Jikkyou World Soccer 2000
Judge Dredd:Dredd v Death
Jurassic Park: Op. Genesis
Just Bring It

K = 1 1
Karaoke Revolution
Kelly Slater's Pro Surfer
Kengo: Master of Bushido
Kessen 2
King of Route 66
Kingdom Hearts
King's Field: Ancient City
Knockout Kings 2002

L = 1 2
Lara Croft: Ang.of Darkness
Largo Winch
Leg. of Kain: Blood Omen 2
Leg. of Kain: Soul Reaver 2
Legacy of Kain: Defiance
Legaia: Duel Saga
Legend of Black Kat
Legends of Wrestling
Legends of Wrestling 2
Legion: Leg. of Excalibur
Lego Drome Racers
Lethal Skies 2
LMA Manager 2003
Loony Tunes Space Race
Lord of the Rings: F. of Ring
Lord of the Rings: R.of King
Lord of the Rings: T. Towers
Lotus Challenge

M = 1 3
Mace Griffin: Bounty Hunter
Madden NFL 2004
Manhunt
Mark of Kri
Marvel vs Capcom 2
Mat Hoffman's Pro BMX 2
Matrix, Enter the
Max Payne
Max Payne 2
Maximo
McGrath's Supercross World
Medal of Honor Frontline
Medal of Honor: R. Sun
Men In Black 2 Alien Escape
Mercedes Benz Racing
Metal Gear Solid 2
Metal Gear Solid 2: Subst.
Micro Machines
Midnight Club
Midnight Club 2
Mike Tyson Boxing
Millionaire
Minority Report
MLB 2004
Mobile S.Gundam:F.vs Zeon
Monkey Island, Escape from
Monster Jam Max. Destruct.
Mortal Kombat: Deadly All.
Moto GP
Moto GP 2
Moto GP 3
Mr Golf
MTV's Celebrity Deathmatch
Mummy Returns
Music 3000
MVP Baseball 2003
MX 2002
MX Rider
MX Superfly
Mystic Heroes

N = 1 4
Naval Ops:Warship Gunner
NBA 2K3
NBA Jam 2004
NBA Street Volume 2
NBA Tonight 2002
Need for Speed Undergr.
Need for Speed: H.Pursuit 2
NFL 2004
NFL Blitz 2003
NFL Gameday 2004
NHL 2004
Nightfire
No One Lives Forever

O = 1 5
Off Road Wide Open
Oni
Onimusha Blade Warriors
Onimusha: Warlords
007 Agent Under Fire
007 Nightfire
Operation Winback

P = 1 6
Pac-Man World 2
Penny Racers
Player Manager 2002
Pool Master: Q-Ball
Premier Manager 2002
Pride Fighting Champion.
Primal
Prince of Persia: S. of Time
Prisoner of War
Pro Evolution Soccer
Pro Evolution Soccer 2
Pro Evolution Soccer 3
Project Eden
Project Zero

Q = 1 7
Q-Ball: Billiards Master
Quest for DragonBone Staff

R = 1 8
Racer Revenge
Raging Breath
Ratchet and Clank
Ratchet and Clank 2
Rayman 2: Revolution
Rayman 3
Rayman M
Real Pool
Real Robot Regiment
Red Faction
Red Faction 2
Reign Of Fire
Res. Evil: Code Veronica X
Resident Evil: Dead Aim
Return of the King
Return to Castle Wolfenstein
Revolution, Quake 3
Ricky Carmichael's MX 2002
Riding Spirits
Rise of the Akkadian
Road Rage
Roadkill
Robot Wars
Robotech: Battlecry
Rocket Power Beach Bandits
Rocky
Rogue Ops
Rom. of Three Kingdoms 7
Rom. of Three Kingdoms 8
RTS, Army Men
RTX Red Rock
R-Type Final
Rugby 2004
Run Like Hell
Rune: Viking Warlord
Rygar Legendary Adventure

S = 1 9
Scooby Doo: Night of 100 F.
Scorpion King
Secret W. Over Normandy
Seek and Destroy
Seven Blades
Shadow Hearts
Shadow of Memories
Shadow Of Zorro
Shadowman 2
Shaun Palmer Snowboarder
Shinobi
Shox
Silent Hill 2
Silent Hill 3
Silent Scope 3
Simpsons: Hit & Run
Simpsons: Skateboarding
Sims
Sly Racoon
Smackdown! 3: Just Bring It
Smackdown! 4: S.Y.Mouth
Smackdown! 5: H.C.T.Pain
Smugglers Run
Smugglers Run 2
SOCOM 2: US Navy Seals
SOCOM: US Navy Seals
Soldier of Fortune
SOS: The Final Escape
Soul Calibur 2
Soul Reaver 2
Speed Kings
Spiderman The Movie
Splinter Cell
SpongeBob Sq.Flying Dutch.
Spy Hunter
Spyro: Enter the Dragonfly
SSX 3
SSX Snowboarding
SSX Tricky
Star Trek: Elite Force
Star Wars: Bounty Hunter
Star Wars: Jedi Starfighter
Star Wars: Racer Revenge
Star Wars: Star Fighter
Starsky & Hutch
State of Emergency
Street Hoops
Streets of L.A: True Crime
Stuntman
Sum of All Fears
Summer Heat Volleyball
Summoner
Summoner 2
Super Trucks
Superman: Sh. of Apokolips
Syberia

T = 2 0
Tak and the Power of Juju
Teenage Mut. Ninja Turtles
Tekken 4
Tekken Tag Tournament
Tenchu: Wrath of Heaven
Terminator 3 R.of Machines
Terminator: Dawn of Fate
The Fellowship of the Ring
The Getaway
The Great Escape
The Hulk
The Italian Job: L.A. Heist
The Mark of Kri
The Matrix
The Mummy Returns
The Return of the King
The Scorpion King
The Simpsons: Hit & Run
The Sims
The Sims: Bustin Out*
The Thing
The Two Towers
Theme Park World
Thirteen (XIII)
This is Football 2002
This is Football 2003
Thunderhawk: Op. Phoenix
Tiger Woods Golf 2001
Tiger Woods Golf 2002
Tiger Woods Golf 2003
Tiger Woods Golf 2004
Time Crisis 2
Time Crisis 3
Time Splitters
Time Splitters 2
TOCA Race Driver
Tom & Jerry: War of Whisk.
Tom Clancy's Ghost Recon
Tom Clancy's Splinter Cell
Tom Clancy's Sum of Fears
Tomb Raider: Angel of D.
Tony Hawk's Pro Skater 3
Tony Hawk's Pro Skater 4
Tony Hawk's Undergr'nd
Top Gun: Combat Zones
Total Club Manager 2004
Total Immersion Racing
Treasure Planet
True Crime: Streets of LA
Turok, Evolution
Twin Calibre
Twisted Metal Black
Ty the Tasmanian Tiger

U = 2 1
Ulti. F. Champ: Throwdown
US Navy Seals, SOCOM

V = 2 2
Vampire Apocalypse
Vampire Night
Velocity X, Hot Wheels
Vice City, Grand Theft Auto
Virtua Fighter 4: Evolution
Virtua Tennis 2
Voyager Elite Force
V-Rally 3

W = 2 3
War of the Monsters
Warhammer: Fire Warrior
Warriors of Might & Magic
Way of the Samurai
Way of the Samurai 2
Weakest Link
Wild Arms 3
Winter Games: Snowboard.
Wipeout Fusion
Wolfenstein,Return to Castle
Wolverine's Revenge
World Champ. Snooker '03
World Racing, Merc. Benz
World Rally Champ.2 Extr.
Wrath of Cortex
WRC: World Rally Champ.
Wreckless: Yakuza Mission
WWE Crush Hour
WWE Smackdown! 4: S.Y.M.
WWE Smackdown! 5: HCTP

X = 2 4
XGRA
XIII (Thirteen)
X-Men 2: Wolverine's Rev.
X-Men: Next Dimension
Xtreme G3

Y = 2 5
Yu-Gi-Oh! Duel Monsters 2
Yu-Gi-Oh! Duel. of Roses

Z = 2 6
Zone of Enders: 2nd Runner
Zorro, Shadow of

0-9 = 2 7
007 Agent Under Fire
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102 Dalmatians
13 (XIII)
18 Wheeler
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